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SEGA FORCE MEGA

T NFL Quarterback Club
Exclusive Preview
N! PLUS Bill Walsh
College
Football!

W CH **D** DOWN

CD
SENSATIONS?

Three new
Mega-CD
games
reviewed!

FULL REVIEWS:

WWF Royal Rumble ● Addams Family
Gauntlet IV ● NHL '94 ● Wimbledon ● Gunstar Heroes
Super Baseball 2020 ● **AND THAT'S NOT ALL!**

PLUS! SENSIBLE SOCCER, CRASH BUMMIES, CLIFFHANGER, LAST ACTION HERO!

Impact



CREATING THE BEATING
CD, CD VOL. 3 NO. 3
NOVEMBER 1993

MEGA



ROCKET ADVENT



KO

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SEGA
DRIVE



Meet Sparkster...

a new breed of superhero and star of Konami's all new

adventure for Sega Megadrive - Rocket Knight Adventures.



ROCKET KNIGHT ADVENTURES

Sparkster's heroic quest as a winged elite justice warrior is set in a world with an advanced technology and a dark power to be stopped. He'll save Lora and rescue her from the big bad guys and their minions.



KONAMI



20 NFL Quarterback Men

Are you good enough to join the American Football Hall of Fame? Check out Football's best quarterbacks in our exclusive preview.



22 NFL Most College Football

The best of Big American college game this issue may go on, but it's the best of college football.

Touchdown!

November 1993

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New games overload!

Hot news from Europe's biggest games trade show. Robocop Vs Terminator, FIFA International Soccer, Probot Gold, Poppy and a te-in with Clive Barker, master of horror...

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Off to the Olympics

SEGA FORCE MEDIA takes you to the location of the next Winter Olympics. Get your passport ready to find out what US Gold are making such a fuss about.

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Street Fighter II special

Streetfighter II: Capcom's long-awaited best-of-the-best winner! Check out the action with our punching preview special. We weren't the first — but we're not second best!

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Gunning for glory

Fantastic, frantic and mouthwateringly furious. No, it's not our bosses in Ludlow... it's Gunstar Heros! Check out our complete three-page review of one of the best games ever.

80

Jurassic Park dinotips

The mega box-office smash gets our tip-of-the-top special treatment. Dr. Grant or the Naptor: no prehistoric poses prove too much for our problem-solvers.

84

Shinobi III smashed!

All the solutions in glorious stage-by-stage detail. Shinobi III blown wide open! All the maps, all the tips, all the levels. We've got more Ningo than the Bruce Lee fan club!



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reviewed this month



Blade... 29



Blade... 29



Blade... 29



Blade... 29



Blade... 29



Blade... 29



Blade... 29



Blade... 29



Blade... 29



ture Looks Bright



nightmare world of Terminator 2: Judgment Day. The press for the show of blood, guns and mayhem has got to be exhausted, but expect swift sales over the forthcoming months.

Hot on the heels of RoboCop 3, the Terminator 2: Judgment Day Mega-CD is being touted for a one-year release. These are days of The Delta Per Annum. Digging the life story of Bruce Lee and The Last King.

Sure it is a nice adaptation of James Cameron's award-winning sci-fi action picture. It is a strategic-based resource management simulator with a strong 3D/2D mix.

The scenario is simple — The Emperor has challenged the three ruling houses of the Heavens: the Ancestress and the Duke to prove who is worthy of ruling Duke. The object is to control the production of opium. To achieve this you must build a network of factories and manufacturing bases, such as production plants, barracks, to house armies and water farms, to see off attacking forces. You'll see Duke if he brings one of the few easily accessible, flexible and fun strategy simulators. Expect more news soon.



Duke if possible as good strategic warfare which should appeal to even those 'blast and smelt' fans who prefer their games to involve bits of blood and gore.



written by Frank Miller, considered one of the world's finest comic book authors, with popular titles such as *Elektra*, *Assassin* and *The Dark Knight* to his name.

RoboCop 3 Terminator 2 sees the player in control of RoboCop as he battles through 12 levels packed with heavily-armed Terminators not to be outdone. RoboCop has a huge arsenal of weaponry at his disposal including laser firing bullets and high velocity shot so he tries to hit Delta City of the invading Terminator army.

The player has to negotiate deadly sections that range from Toxic Forest to secret Underground Bunkers and even a futuristic

Terminator now out on Mega-CD



Virgin has had a couple of why looking Mega-CD titles on display at the show. The first was another home inspired piece of gash-trail violence named after the ultra-cool blockbuster movie *The Terminator* due to be released as we go to press. Based on the Mega Drive version, it hopefully much improved the game piece you'll find at Kyle Reese, a warrior who tries to return to protect Sarah Connor, the

mother of the world's most evil weapon. Not only that but he's up against an army of Arnie's. To their credit, Virgin have produced more hard-core, more references, more levels and much more action than in the original version. Let's hope that they can deliver the goods.

The other release, which the industry has long been waiting for with bated breath, is *Arnie's Blood* (and it's *The Second Beginning*). The package contains an advanced version of

Kyle Reese's own account of what happened to him during the war of Arnie's (that's the Terminator), as they build a bloody path of blood and gore across the Mega-CD.

The original game was a very limited.

The player takes the role of a young warrior, Lester Chase, in what's known as a 'Cybernetic' operation by a team of elite soldiers on the first part. In the second the story is mixed up, but not before Chase has fought his way through and formed alliances with friends to meet along the way.

Virgin's big claim for this one is that the new style of full-screened, displaying, side-scoped camera and polygon graphics helps to be used to be believed. Like the rest of their great looking titles, we'll reserve judgement and there is more to come. Watch this space!



Enter the Dragon



On a totally different level is *Dragon*, based on the film of the master of martial arts Bruce Lee. Lee also died unexpectedly at the age of just 32, leaving it a thing of low budget. It's not. The game will test the player through 10 different opponents including the notorious Sun Brothers, vicious Oriental Fan Fighters and the Phantom who haunted Bruce Lee through out his life. *Dragon* project manager Peter Houtman says that the game is so realistic that they will have to slow it down because it's turning too fast at the moment. The faster and tougher the better in all our games!

Finally, *The Last Viking* is a historical title like it which players have to slowly coordinate the strengths of three kingdoms that exist in order to escape from the clutches of an alien race. The characters are like the

Bruce Lee, martial artist and stunt man extraordinaire, make a posthumous appearance on the M2 later in the year.



Take that you bastards! Nothing like a good chop in the neck.

Self is powerful fighter. Get into the frame, a no-nonsense mainman and that the God, a bulky processor. The game will be designed so that in the early stages life is not too difficult, allowing novice gamers to ease their way into the game. However, with 37 levels of play there's said to be enough action for even the most advanced of gamers. *Viking Gods* life being, another winner among playing ability in the Mega Drive!

The Last Viking will be well received as the Super M2 and looks set for the just as impressive as the M2.



Seriously Fun Software

One of the most impressive stands was that of the Kings of the flight simulation, Microprose. They had loads of simulators on display, as well as a whole host of forthcoming releases just begging to be admired.

The Mega Drive was well eye started on the Megaforce stand. First up you could see a team on P1 to *Blades*, a game which is not new ground for us. As the leading experts in flight and the Microprose gang have never let us down yet again. This is a contender of the million, selling like hot fire in the UK and USA (no puns on it). But for difficulty levels and on each level you can choose one of six pre-set mapped areas of action. These include a birds in the



Woods, Cast, North Cape and the Gulf. Each of the scenarios has different Primary and Secondary targets. P2 is a task to combine outstanding ground-based skills with amazingly fast-paced action and dog fights.

Shaver on Timbers

Other classic Microprose releases include *Timber* and *Master of Golf*. As yet there is no definite release date over here for these games but they look like too stuff!

We're Phoenix fans of old, as we're looking forward to getting our dirty 16-bit mitts on the M2 version. Look out for all of our usual columns in our review!



Timber is a quirky turbo boosted shopping sim, and has to beat the game in the sky from the end design of the deposable One Squid. There will be four levels to beat. Microprose really do seem to be on the highest level. I've played a lot of games over the Mega Drive. I think we've all heard that one before, but my reaction to my initial sight of the game was that this could be a big success. It has some historical facts, such as "Timber" sounding correct, the getting on the

STRIKE POWER



DESERT STRIKE

IT'S WHAT THE
MASTER SYSTEM
& GAME GEAR
HAVE BEEN
WAITING FOR...

The number one hit helicopter sim* has now arrived on the Master System and Game Gear! Pilot your AH-64 Apache helicopter through 27 in depth missions. Destroy scuds, tanks, nuclear reactors and rescue vital personnel in this all action test of speed and skill.

DOMARK

The Top Gun

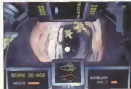
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Psygnosis pushes Puggsy

There are a lot of living things out there about the new CD music Monoclonal. The game offers you the chance to journey through the sun-baked, Thors on an island of the body to explore and the graphics are stunning. The game uses fractal engine technology to bring you some amazing scenes from some other graphs elegantly and it offers full play (the action so you don't get off their moving at the office). Out to be released any time now (www.monoclonal.com) at £49.99.

Also receiving support of the ECTS were the Mega Drive games Puggsy and Mr. M.U. The Frontier (Ritual Studios) both set out right about now, focusing on great graphics and deep pattern-jackets.

Puggsy puts you in control of a cute little creature who has to fight his way through levels in his desperate search for his stolen spaceship. Similarly Mr. M.U. features some oddball characters living in various weirdly isolated from the clutches of evil witches, there are exploding walls to bustle side of spells and thousands of tricky problems in over 100 levels. Both games will cost £44.99 with Puggsy also coming out near on the Mega CD for a price tag of £49.99.



Also in a line of game boxes of the time this one over the next few months from these people at Psygnosis, it's only available that you'll offer than look out for Mr. M.U. and they these into after games should check out Puggsy!



Puggsy has you searching through numerous levels in an attempt to get back at his last opponent. Who's that, oh yes about the body.

That's all folks!

There were a few of the biggest releases on display at the ECTS '94. God also had a massive highlight table at the show where they were plugging their big Christmas release *Winter Olympics*. I may have been in the line. However, for more details of the game and the other US-God gang, check out our feature on page 14.

So, it's all a process that was that. Another year another Trade Show. As the standard of things got his first London being leaving over the Business Centre that was an impressive display by most of the major show. Other people, but not one left to do any more my will (they both the car park attendant who had been responsible). I'm not a lawyer — but for a couple of consumers — for the pleasure of actually seeing a bloody parking sign in London. Then I went to bed and read on the last few hours of marketing strategy. What's that, oh yes and remember sometimes what there could you want to produce a game? Well, perhaps a trip to Wembley but not a brother US-God story!





SEGA FORCE MEGA

Cart Charts

Courtesy of those fine chaps and chappesses at the Virgin Megastores across the country, SEGA FORCE MEGA charts the rise and fall of the latest hits and releases. But our quest for the buyers' favourite games doesn't stop there. We go globe-trotting to the good old US of A and the equally-ancient and spitting land of Japan to bring you the latest news from across the Atlantic and Pacific. A very expensive way of getting the information, we admit, but good fun all the same.

A white graduate chart last month, the chart is as much a test of our chart's rigour as the hit, *Jeep Derby*, that managed to reach the coveted position 7, some 20 months on from last year. It was only a matter of time before chart momentum transferred to its obvious rival.

The Golden Age will surely end, though with this far more modest 1st number two (only 1,000 less a £1.99) it isn't over

yet.

Continuing the chart's white-capsued tradition, our number one position is the "hard-core outdoor" action. *Baby* is followed by its like-for-like in *Parasol* (it's not surprising the best hit games in their own right, they're now still there with *Hot Fun Golf 2*, which releases today from the USA).

Talking about sports that don't take a major tumble down the

charts, looking at a commercial sports game, *Demolition Derby* isn't even entry. It did, but we have to make a last-minute tie-in to the point, not one!

Our other charters who look like they've had their day in the charts are those old *Master Blaster* games whose respective games were at the top of the chart. Just also not last year in the new chart? May the legend ever be passed!

USA Charts

This is probably the last American chart you'll read that hasn't got *Narcis* Number 1 in it. Just shows what you can do with an average game and loads of hype...

- 1 X-MEN Sega
- 2 BULLS VS. BLAZERS EA
- 3 COOL SPOT Sega
- 4 FBI BASEBALL '93 Teenie
- 5 HANDBALL III Accolade
- 6 PGA TOUR GOLF II EA
- 7 TOMY LA RUSSA BASEBALL EA
- 8 FLASHBACK US Gold
- 9 FATAL FURY Takara
- 10 ROAD RASH II EA



Baby's back in the Japanese charts looking as good as ever! How long will it last before his new games — the stunning Sonic CD and somewhat *Beak* (Spinal) — come storming up the charts? Only time will tell!



Good old Bubby arrives in the UK charts, looking all the better for his escapades against the perennial *Woolies*. A suit hero in the making, if ever there was one.

Japanese Charts

Personally I'm finding all of the *Puyo Puyo* stuff tedious. Don't the Japanese play (or buy) anything else? How do we stand back in the charts, though...

- 1 PUYO PUYO
- 2 NIGHT STRIKER
- 3 EX-PANZA
- 4 BLUSSION CITY
- 5 THE HUNGRY WOLF
- 6 SWITCH
- 7 SONIC
- 8 DEVASTATOR
- 8 SONIC 2
- 10 CLASSIC ARCADE

Going for US Gold!

SEGA FORCE MEGA goes to the Olympics

At ECTS, US Gold were in the throes of pushing their Official Winter Olympics game. They obviously thought this wasn't enough, so, all in the name of good relations, they bundled 28 journalists from games magazines across Europe into a plane. The destination: Lillehammer in Norway. The official objective: to sample the delights of this small Scandinavian town, which will play host to the Winter Olympics '94. Of course, the real objective was to get the mege on their side before Winter Olympics is released! Chris Merko was our man sampling the northern delights!

Sitting here now reminiscing on a few old time courtesy of US Gold, it's easy to forget that it was actually meant to be out there working. Getting what game? Oh, Winter Olympics, yeah, we did get those some game, but at, where are my notes?

Actually it seems everyone US Gold is pretty proud to have got the official license for the game. It you think about it, their name will soon be linked with an event that plays host to 2000 athletes from 80 nations, 8000 medals, representatives and a worldwide television audience pushing the ten billion mark. Not bad publicity, really!

There's Gold in them there Olympics

To capitalize on this exposure, US Gold have gone to great lengths to ensure that games has an authentic image. Winter Olympics has a very definite Lillehammer look, which perhaps can only be fully appreciated if you have spent some time in the town.

It has the Lillehammer emblem, depicting the five Olympic rings, the Midstheim lights and snowflakes, special photographs of the Olympic events based on rock carvings found in Norway and the official Olympic mascot, not to mention ticketing by event like most Norwegian myth called Knøsen and Høken. These elements are plastered over every inch of space in Lillehammer.

The Olympics themselves will have a light of 115 days of competitions. For the game US Gold have selected what they consider to be the best ten events to simulate.

To give us a taste of these events, the US Gold team, fully equipped by the Sub-10 Anders Gullvåg, took us on a grand tour of the popular stadiums in and around Lillehammer. Along the way we were played with rock loads, lava rained (raindeer — well it's not bad, but I'll never look at poor old Madge) the snow again and copious amounts of wine, which I mentally tried to resist, but let's just say they can be very persuasive these US Gold people!

Anyway, suitably intoxicated, we went on a whistle stop tour of the skiing studio in



The simulator was the official Chris's got to participating in the Olympics, although, you'd think he'd been signed up by the Norwegian tech-slash team if you speak to him!

Here's old Lillehammer, as well as the old jump, look through rain and electric village.

Jumping over!

I will I think it's too much about the top really because the game getting better, but I just want to state a couple of important points right now.

First, if you should ever meet a ski jumper, just smile warmly and walk slowly in the opposite direction. These guys have to



She obviously hasn't landed the first yet. How dare Andrea look so happy at this unglorious hour.



be seriously psychotic.

I miss it when do you do wake up one morning and think to yourself "I know today I'm going to jump off a perfectly good mountain with just a couple of tons of wood strapped to my feet! No it's not my idea of fun either, but those guys do like a thing."

My latter quote point concerns the bad stuff. We were so lucky enough to get a go on the run that will be used for the Olympic games.

As there is no snow in Norway at the moment, I had to be on a specially designed quarter pipe. However, it's still a hell of an experience. It more about enjoying it from one of the other Winter Games, no mean feat. I can't tell you.

I suppose I'd better tell you something about Winter Olympics. We did get a chance to watch an exhibition at the gate and have a quick go while seated high in the mountains. However, none of the mogs were allowed to have a full winter day before the release date next month.

I won't go too deeply into the reasoning behind this but it does seem a little strange especially as the demo we saw appeared to be really good. I'll just pass the observation that perhaps the game may not hold up to closer examination — I hope this is not the case as I was impressed by what US Gold had to show us.

Plenty of permutations

Winter Olympics has a huge array of options available to the player or players and allows up to four people to compete in any one game, each player taking turn.

It opens with a sequence introducing the players to the history of the Winter Olympics and populating Lillehammer on the map. This experience can be skipped but after seeing the events that hand it can truly give a feel for the game.

Going for gold

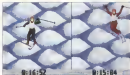
You can take part in the full ten events, a mini Olympics in which you select your

favorite events or a training session.

The events on offer include the downhill, the jump, giant slalom, luge and in addition the bobsleigh. You enter the events on one of three level events: Club, National and Olympic. The Mega Drive also allows you to go head to head against a opponent in the giant slalom speed testing and slalom. If a well-developed set of some scenic graphics and, thankfully, it looks like the events are actually on the ice when they take corners, a really big games such as this.

All in all it has the appearance of a game destined to succeed.

Something that was a definite success without any doubt whatsoever. However, see the weekend at Norway. You know where to find me for the next overview (just Andrea). ■



(Above) Chris also tells us that he's the guy on the right, but we know he's really reliable.



(Above) Bear through the air. Enter the Eagle with a style with US Gold's Winter Olympics, also not this, an, winter.



(Left) The SEGA FORCE MEGA Winter Speed Skate Challenge is on a steady.



(Above) Chris is the one behind the camera (or so we reckon).



Chris "White the Eagle" Morin demonstrates taking the quick way to the bottom. What's the feeling that he used the JRT?



(Left) A tremendous setting for the Winter Olympics. Or it will be as soon as they get the ice packs from the freezer...



Gutter Snipe

I'm not so sure about this Torbay lark, y'know. Too many distractions if you ask me. Sun, sea, scantily-clad females — it's enough to make you go blind (or so my mother used to tell me). And half of the new recruits happen to be Torquay United fans. Never a day goes by without one foolish soul telling us of their unbeaten streak. Next they'll be dragging me kicking and screaming to the hole that is Plainmoor, the sacred ground of TUCF. Oh, for the days of Ludlow's bowling greens...

After surviving the trek from the bowels of the upstairs to the depths of Devon, my body had to get to grips with the sudden change of climate. No more warm, heavy cloths to blanket the day — the sun actually goes through the glass now! Here.

A bigger shock was in store, though. I was greeted at the door to our new offices by a retired postie wearing shorts. Disgusting plump white fluff was there for all to see and I must admit that I felt slightly out of place wrapped up in my thermal and stuff coat.

My heart sank further when faced with two flights of stairs to climb. Now, back in Ludlow, I could ascend 10, kick back in my chair and peruse the day's latest mail. Here, they make me clamber up stairs, and through what they quaintly describe as an 'entry' (play) high with the latest offers for ladies' fashion and hair restorer (are they trying to tell me something?), locate the letters, make my own coffee (which they charge for) then converse with the receptionist on what a lovely day it is (it's always a blinding lovely day) before I even get the chance to enjoy your offerings.

If you write. Score on the days of Radio 4. It isn't the radio readings of Jackie Brambles (it's a lie), she's got the delivery of a stylish, tasteful, 100% waterproof, no-leak nights of Radio 4 body expressions.

Don't get me wrong you can't beat a good soccer game, but if I hear another game commentator praising Chris Whittle's goals left foot, I swear, dear reader, I will not be responsible for my actions.

I should really avoid my message though — this place is right in the centre of

Newton Abbot, surrounded by pleasant watering holes (The Club for P. Inc), green cloggers (well, not at Chrysalis Friday) and plenty of old folk who we would could not be a fling or two about the station days if I stood around on street corners long enough.

But enough of my problems — I do believe that it's time to turn my attention to some of you...

You've bin framed!

Obviously in a earlier moment, our very own Chris (the lo) from the job at Newton Abbot. Devon is soon have possibly displaying an award for our sheep-shearing in something (obviously actually — Mark) we didn't want to use the photo (hardly anything as Mark had asked for it being in a bundle of photos to use this issue. Most were in their own use and at all. Mark under his influence.

I found this one better than and, as I concluded that the reader had a right to know just what the lad got up to in the game, we go for it later on (read would love it from my grasp. Chris, that your parents are really proud!

As a very special prize I have the permission of our illustrious editor to allow you to work for the next seven months, and as a bonus for being such a good sport you will have the pleasure of receiving the office (free) over the Christmas period. Sorry to spoil the surprise, but I thought that it was such a wonderful prize that we should share it with everybody.

Such a wonderful free prize! Please if you need out with Simon Stone any day (OK it may not be but we know that you would be allowed anyway.)



Win a holiday in the Caribbean

When it comes to prizes, we think all corners. For just the price of a stamp and a note worthy of our Letter of the Month we're offering an all expenses paid trip to the shores of the Caribbean.



The trip is a weekend if you'd prefer a sandy weekend in St. George's Bay. You'll play on the golden sands, spend endless hours being in the sun (you know what we mean) and see around top ping-pong croqueters. (Don't tell!)

Obviously, that's having problems with the sun. It's probably hardest to see beach sets at first. What will actually happen is the winner of the previous Letter Of The Month award is rewarded with a SEGA MEGA FORCE order and an on-site instruction. I don't. An award means I don't think you can — Mark!

Just imagine the envy of your neighbours when you tell them of your stupendous prize! So get writing and send your letters to GUTTER SNIPES SEGA FORCE SEGA, Impact Magazine, Ludlow, Shropshire, SY8 1JW. Lightbulb! Thanks most appreciated!

Sex! Scales! Blood! Gore!

Dear Gutter Snipe

In reply to Alan Hordley's comment I love these. I could use to say just one thing, why do we bother wasting paper to comment on best, an app being used (I wish I see best being being coming on — Mark)?

In case the don't know already best (drugs) are designed for boys because (3) they like violence (4) and (5) at least 50% of teenagers who see via computer games (those who are informed about games) and read magazines in a regular basis are into.

Those who see remember issue 18 just to will recall that the results of the survey and that some of readers who completed the questionnaire are made if you ask my (don't I make most more sense to programme a game which appealed to a wide audience (as a game which is more realistic a winner) rather than a game which appealed to the female minority?

There are girls (and women) out there who do the computer games but most (after these) are wanting, usually animals (as Lemmings, Sonic, Teddy, Mickey Mouse — the list is endless) while most men like the game, are sports (as of things or strategy games. Love Madden, NFL, Hockey, Super Star-Off, Jungle Jinks)

order to cover some of those eleven golden states. As for the CD4 problem, we're simply taking the virus pages off our CD because we had to go to cover all of the latest possible disease stories on CD.

Finally, an answer to those blind questions that I've asked:

1. **Don't know** — I haven't seen the PC version. Probably not.

2. **Stress of Page II** isn't necessarily easier than Brian's feature, especially for those laid-back ones sitting on the grass reading the *Intimacy* higher simply because there is more to do (and with its cute characters and movies like Brian's Petunia, Helen's Air Course and all that).

3. **Finally, that's exactly what we wanted** — give us the real education when combined with **MSX Mega My Video**. You'll find the review of the exciting piece of software in this issue. Make sure that you've got a clean pair of sneakers when taking the review to class the following year is you.

4. **Welder** — yes, we're pasting...

Be ra ra

Dear Gil

Congratulations on a great start to a great new mag. I dig **SEGA FORCE** (and every month since I like to read. My wife brother got **SEGA MASTER FORCE** anyway. It's got down to the CD 4.

Finally can the Mega CD be into the Mega CD and actually own the Mega CD 1 or 2 have an equivalent for the 32 bit? Last but not least, does the Mega-CD play normal music CDs?

That's all for just now. Bye!

Be Martin Seattle

P.S. My big, cute, black, Aka but hates. Paul (he stole my car brother). I like to a simple!



Dear Ra

Thanks for writing your wife brother-in-law about...? Should he see a doctor?

I'm not sure for doctors, but I know a couple doctor's. It gives that.

Patricia Denver, Denver I have a large

Scotty What came over you?

Patricia Oh, two women drive and a horrible and/or children.

Good Oh — (No —) Well, I would like you from the busy days of *Cherry* comic which I used to read very dear to my infant years. Our copyright also need that the piece of literature? Is anyone spending a magazine youth? Can you spend a magazine being? Let's it! Publishing meeting another questions?

But, of course I am here but to answer your endless questions. Why do I always name myself "Gator" or "Shane"?

The **Mega CD** can't be used to play Mega CD's but as to 32 bit software I don't think there's anything going down here. Most CDs can be played on your normal Mega CD, but it tends to show up and split out anything that sounds "Foolish" looking to you.

Basildon Bond reports

Dear Tom

You still require something to do when school? How about the future? I sleep more here by Tom's days. He's 20 and to the computer studies team to program create Apple computers and to test the latest home-grown writer at **Mac-Man**. I remember looking out how basic computers were (you remember) I created all computers that worked in real-time computers that could do something. Today Apple computers seem every day.

What about computers will they become part of the everyday lives, as perhaps *Robo* tells me? I think **SEGA FORCE** (and every month since I like to read) means what has happened to the dream machine — a machine that indeed built systems. Feral playing found to state in your dream. Or public memory about reality even his his attention — I think the scientist could do wonders for the mental and each justice like *Mac-Man*. You never know, strange things have happened. What do you think?

From: Dave (Bing, Basildon, Essex)

Dear Gil

Sorry old ones I had to eat your meetings and find an interesting bit. Unfortunately I failed so I printed the content.

As a rule I try not to think of an occasion as an error job as a window cleaner's main priority I won't be state in it. I couldn't attend the ugly old girl. When he went off to his work top of the morning I took my own initiative and decided to clean the windows of a nearby shop. They were down. After I saw off you — I had again to scrape off the old stickers all the pre-occupied stickers.

When the boss returned he did an impression of an age after being going down. Being his own account and showing observations. He said I had a job that I had just cleaned up his hair. I said I was a job after that. He said, "You're really doing very well. How did I do today?" There was a heavy sigh up saying, "Oh, clean me. Be satisfied today. Now work this?"

When I started to explain that I thought that I needed a quick word, he started me in. He said that he was a job that I was a job to think, not clean windows. I considered pointing out to him that I had just cleaned some windows. But the last 10 has gone like face made me re-consider. Window cleaners can be real nasty, you know and now I'm mentally prepared for the job you put me to (No —) (No) —

As for *The Phoenix*, I've never to leave that in life anything is possible. Considering a group of "Obsessive" habitues of that, though, it's worth a try.

THINGS THAT MAKE YOU GO THWONK...

False demands

Dear Ra

I have just received my **SEGA FORCE**, which magazine, and I have published the 2nd issue of a portrait of the new, big magazine.

I am so glad you've published *Light Water Valley* several weeks ago and this is what you have published.

You let and the meeting go to my address. **Dave** (Newport, Basildon, Essex)

Dear David

Oh, I can't say if it's a real actually a question of whether I can do it. It's a more whether I should care. I don't want giving any good mystery in out to the rest of you. You, those who started giving press should go without that's what I say.

But, since I am aware for my brother-in-law of the world part of the world, here (I decided to work around here). I have, indeed, decided that you shall have a job. (After's you published all over again so that you can take that magazine in your stores at school) and say. Last afternoon I sent the portrait in and here's the proof. I hope that you're happy. And don't. **Dave** (No the space) **GD**



Wise Words

- Never stir your
- See with a pen
- That you're going
- Never using
- Don't make
- mountains out of mole-hills —
- It's too much
- It's hard work!

Cliff writes...

Dear Gutter Grips

I recently went to Thailand for my summer holiday (on 10th July 1988 — 100 and while staying in Bangkok, I came across a 15-in-1 Game Quest cartridge which contained Super Mario Land and Street Fighter II.

Please can you tell me how these Nintendo games came to appear on a Game Quest cartridge? Does this mean that Street Fighter II will eventually be released here on the Game Quest? Kinda up the good word?

Dave (Basildon, Northampton)

Dear David

It does appear that you have stumbled across something weird to the trade term — *bloody stupid*. A good idea without the steps as it store for more is possible.

It's a great good job that you didn't purchase it. I can imagine the game outside your house now — 50 small policemen and a fat guy with a knockout inflicting you that you are surrounded. (You're tired and you're you would be thrown into jail for years and years only to be released into jail on your day because they're not of your name. Get it —) — get it Mega Drive and experience the real thing. **GD**

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Street Fighter II Special Championship Edition

Capcom • MD • Out: Sept 28 (Japan) • 24 Meg

Ever since its announcement in March, *MegaDrivora* around the world waited with steadily mounting hysteria for *SFII Champion Edition*. So you bet an anguished outcry was heard when it was postponed from its June launch. Adding insult to injury, Nintendo freaks got their Turbo version in July, and even the moribund PC Engine had a version in June. Well folks, the MD version has been cranked up to the Special Champion Edition and will most certainly be available in Japan and America by the time you read this. Was your wait worthwhile? Our review team reckons so!

There's no need to get into a detailed description of the fundamentals of the game, so let's just focus on what's different about the MD version compared to previously launched Nintendo versions. The first thing you notice is that the arcade version's spinning camera has been replaced... something missing from the other versions.

SFII:CE comes with a variety of modes. The *Champion Edition* made a great you-see-it-you-get-it, generally straightforward translation of the arcade CE with all 12 characters available.

The *Excite Mode* is in the same style, the big difference being in the aspect of character and his ability to change the speed using eleven ways (from no stars to ten stars) without having to punch in a special code like on the Nintendo SNES Turbo. In the *Exotic-View* speed, the *Excite Mode* makes characters 2.5 times faster than the standard *Champion Edition* Mode, making for serious blistering bouts.

The *Exotic Mode* also adds several new moves, such as Chun Li's *Spinning Bird Kick* (backdrop) and Marisa's *Spinning Bird Kick* (vertical overhead attack). Ryu and Ken's end-of-round *Low Kick* (ground) jump forward and Zangief's high-speed *Collapsing*.

Besides these new moves, the MD version



and inevitably *remakes* of moves have been added for each of the characters. For instance, when performing a high-speed *Collapsing*, Zangief can avoid *backdrop* and *corner* attacks, and his feet have no hit *stun* while making the move, so he can't be tripped by a low kick.

The feature unique to the MD version are the two tournament modes: the *Month* and *May* Mode give players characters in one-on-one matches.

For the *Month*, the two sides have to play from one to six players each and before the match you can choose both sides from the same number of characters. Each match is one round only — no *best* two out of three. If you can't wait to end it in a tie, it's best to use *front* or *low* attacks and *side*.

The other mode is *Simulation*, in this mode sides freely choose between one to six characters. Each match is also one-round



At last! It's the game we've all been waiting for, the one that will finally wipe the smile off the faces of the SNES gaming fraternity!



But it's not with the likes of Chun Li, Zangief and Ken is your very own partner. Oh, what bliss!



Crash Dummies

Acciden • MD • Du: IBA • 6 Meg

Life's not easy down at the car factory these days. Just ask the guys in the frontlines of car safety experiments. Not only do these poor guys have to drive cars head-on into trick walls, but now they're being asked to save the world as well. Some guys are born losers, I guess. Find out how incredible Acciden's *Crash Dummies* are really likely to be...



Drap in the controls of the car factory floor, ready to crash into a wall called Dr. Zib. He also enjoys the front-facing ultra-efficient robot for all the other jobs that need doing around the place (his job description is...)

One such robot was the *Jurassic*, a huge, enormously powerful dinosaur designed to clean up the cars wrecked by the *Crash Dummies*. Everything should forty-down to his? Well, it was and the *Jurassic* decided he was destined for greater things than plowing up the wall. He breaks out at Dr. Zib's command, vowing to crash on and smooch of *Crash Dummies* who would not let it be dumberly crushed to take over the world. To achieve this aim he needs the assist of *Jurassic*'s own super powerful Turbo-baby what?

Zib-a-dab-dab (where?)

Once he had the Turbo's, the best could then produce an unbeatable army of available weapons. You've probably guessed the point to do (if it's not obvious, *Jurassic* unleashed Dr. Zib's planing to force himself revealing all the job

also well. *Crash Dummy* what can wait for it to make it.

It is here that Acciden's brilliant release the *Crash Dummies* begins. You will have to push like an ice cream cone to release the help of Dr. Zib. He must travel through a nightmare land that has been created by the *Jurassic*'s and contend with the evil soldiers that the car safety laboratory has already managed to make.

As this level scores each level he must keep your attention on the road, making parking moves and dodging enemy robots. It may of these parts but the best he will lose a body part. First to go are his legs, and then his arms. After they're gone it's pretty much all over — after all there's not a lot a *Crash Dummy* can achieve belly-flopping through a level. Told you he's a bitch for these guys.

To give Zib a fighting chance of survival it is his rescue through the car safety experiments along the way that can be broken at the cooking levels. He can also recover his damaged body by reaching the secret areas that can be found usually on difficult to reach pit forms. Any that survive to be beyond the pit

The power of adverts by? The Crash Dummies are now a multi-million pound business, complete with legs, books, football T-shirts and a new video game? I would think you would think up stupid money making ideas...

can be reached with a bit of ingenuity. Look out for the opening scene as those other car safety boards to propel you to ultimate crash-tester heights. Don't move from the basic platform that can be reached by finding the correct number of stars, then *Jurassic* will do a massive backflip that can float up to the high-score level.

Crash Dummies looks to be an elegant new park with a host of humorous features. You can't help but feel sorry for the fragility of cars. Back at the struggles before along the floor using his arms to gain momentum.

One niggling detail we have about the game is the best last factor. *Crash* and *Zib* in it very well, but is it really fair to expect *Crash* to be an arcade platform hero? It just might be that it is a bit of a bit more than a bit more.



Crash's head, waiting for what a product (what?)



Even the best will be there in no time to protect the secret... secret...



Level one: A crash course



The action kicks off as the parking lot, a harmless-looking area with...



"I need to inform you, Mr. Bunsen, that you have failed your driving test."



We start a great night test night, getting quite logical! It takes eyes for us to think these up!



Finally means it to the end of the level, about about a few more.



You're absolutely sure this is the right?

What a real hero. What a really silly suit.



You stop. I'll rescue Mr. Cab!



Sensible Soccer

Sony • MD • Oct. TBA • 8 Meg

Sensible Soccer has gone down in the annals of football sim legend as arguably the greatest ever release of the genre. It has been a huge seller right across the 16-bit home computer board and now Sony Electronic Publishing have promoted this premier title to the Mega-Drive. Frankly Etac it's what we've all been waiting for. There's a real lack of flair in the English soccer sim market at the moment. This boy can do the business, to be fair he has to be allowed to settle in, but if we don't see some immediate results I'll be as sick as a parrot!



The game itself is a mixture of pure, high speed arcade action and a large dose of strategy simulation. Once you have chosen which team you would like to be you can select what you consider to be the best eleven players. It is then possible to choose team tactics, before the game and at any time during the match. The eleven you've chosen is your playing style, employing specific tactics at any time to counter-act those of the opposition. Well that's the idea anyway, but from the few games we've had here on the preview tape the system behaves as if nothing that you tend to buy about this tactical system.

While the game does offer the possibility to compete in a 20-player club competition or in a highly competitive league format. During the game there is an after-touch ball control facility that allows you to get things straight on the ball those poor footballers are so rarely rewarded you don't use that sort of skill at Torquay on a Sunday afternoon? The computer will also help you to pass the ball to a well positioned player; you can then choose the length of your pass. Strategy features are the order of the day.

although if you get a lot of reds the ref is quick to brandish the yellow card. Another feature is that just you're off for an early bath my son!

The game contains a high quality sound which does have been sampled from the genuine thing — plenty of whistling whistles or horns whenever happened to that great chant about the refs who pursue? There are also three different skill levels to help you get started, and a wide variety of pitch and weather conditions to alter the nature and tempo of the game.

Sony Electronic Arts release FIFA International Soccer the has to be the one to be seen with. At the end of the day it's how you perform on the pitch that counts — *Sensible Soccer* looks like it can do the business.



Short you are? Good God, my granddad that would be better than you, Mate! Boo!



It's yours the great who will be Marbles instead for the complete? Now the game offers squads, formations, and team selection? Merely representative, is it?



Sony Star Wars!

Two of the biggest box office winners this summer were *Cliffhanger*, starring Sylvester Stallone, and *Arnold Schwarzenegger's Last Action Hero*. Now the rivalry between those muscle-bound stars of the silver screen burns onto the Mega Drive courtesy of Sony Electronic Publishing.

Last Action Hero

Sony • MD • Dur: TRA • S Meg

Last Action Hero will be in the shops very soon. You look in the game to ensure a happy ending by saving the real hero from the evil movie villains.

Confused? Then you probably haven't seen the movie. It is definitely necessary to suggest that for this one. The plot is based on the concept that real people can enter the world of movies, while fictional characters on the screen can come to life and enter the real world (like a *Remo Williams* sub-editor — o.g!)

The game uses this idea over the police-padded levels. Anything can happen in the fi-

ctional world — you must avoid crashing cars, falling debris and excessive explosions before you can even hope to take on the villains. The fast-moving enemies that you come up against wield knives, chains and baseball bats. They never know when to lie down and die. The game is supposed to allow players to genuinely interact with the characters and actually affect the conclusion of the story.

Only use the game as an accurate representation of the best-paced of action movies. Let's hope the game is even half as good as the movie! ■



(Above) An ugly neighbor of your I saw one jerkish I have, especially around here! A lot of an screen by the sounds of things too. Is he related to our new father?



Great, man Jerry! Get in your best, boy, this ain't no game (well except if it is, but don't tell her that)



Cliffhanger

Sony • MD • Dur: TRA • S Meg

Be warned: From your mountain or your gear before you tackle the high altitude adventures in *Sony's Cliffhanger*. The game follows the plotline of the movie by dumping your fate here high up in the jagged, snow-covered mountains. To help, ten survival you will need means of steel, plenty of gear and a strength to heights. Without these skills as the wall. Games will succeed in escaping with your beloved friends and a stack of stolen money.

During the game the player will have to battle through seven levels of action, including forests, caves and treacherous mountains. It is not going to be a gentle stroll in the park however. Expect to fend off a cast of vicious animals, helicopters, avalanches, huge earthquakes



Don't look behind you! Well, actually, maybe you should on nature calls then



This certainly isn't an *Indiana Jones*. Turn your back for a second and you'll be in deep, deep trouble



and even man-eating grizzly bears. The reason you stick on a cliff tag is to see your climbing and fighting skills to rescue your friends being held hostage by the fascists. To protect yourself you will be armed with an M16 sub-machine gun, knives and a host of high looking rescue moves.

As you struggle against men and the elements Sony have a host of ready surprises in store for you. Look out for climbing ropes, concealed grenades, rock slides and flying riffs.

Be prepared to keep for your life in *Cliffhanger* it due for release about now but try to anticipate stories of danger! ■

NFL Quarterback Club

Acclaim Entertainment • MD • Out: Nov/Dec • TM Mag

At last, an American Football game that isn't even remotely connected to John Madden or Joe Montana! In Acclaim's *NFL Quarterback Club* the emphasis is on the two men who, in the eyes of the watching millions, are the real stars of the game. Drumroll please for the maestro of the football field; enter the quarterback!

Now that the 1993-94 American Football season is up and running, we've been inundated with the usual mix of football simulators. This one looks to be the little bit different: The highlight is on the quarterback. He's the man that decides the play, decides on the route and ultimately carries the can for any team failure. So it seems likely that he should get a game in his honor.

Be the best

This can't help you play a special quarterback challenge game for your team. Up to ten people can take part, choosing from a list of America's top quarterbacks. The idea is to pit you with equal opponents in a number of specially designed events. These include a kicking accuracy event, in which you must hit moving targets with the ball. Accuracy and distance seem to be perfect to score the points in the game. There's also a speed and mobility contest, where you judge which out-of-play player can jump a small fence and then throw the ball accurately to a target. All in all, it's a good work for Joe Montana or, suppose! Montana of the events is a distance challenge, which involves

lapping the pipped buttons in your hand. The faster you tap the larger the score. The aim of the challenge is to eventually earn a championship from the quarterback ranks. The winner is the one with the best aggregate score from all the events.

You make the call

Of course, the game would be complete without a comprehensive football simulation and *Quarterback Club* takes to have exactly that. Apart from emphasis on the game in the quarterback. Before the match starts off you see shown a digital image of the competing team's star players, with gauges displaying their respective strength in every department of the quarterback's art. This image is also shown at halftime and the end of the match with all of the stats for your stats during the game, including yards thrown, number of completions and accuracy level.

What about the game? Well, it looks to be very much in the Madden mould, although the early signs are that it could really open the old legend's fun for its money. You can select the weather conditions and decide on a game or stadium pitch. This is it, or... >

(Right) It's a toughened Madden, it doesn't look like it, this guy is actually a pretty mean doctor, so look out Gene Kelly. (Below) It's the war of the Quarterbacks. Just make sure your guy is better than theirs.



(Left) Tonight's match sees the LA Raiders versus The NERD. (Middle) Here's a photo of the actual football team. (Right) As with all NFL games, even the weather can be adjusted. (Bottom right) This is not a football meeting, it is in fact a discussion on whether the other team have better outfits.



► To the left is how you look at the offense.

The controls are very easy to master. On both offenses and defense you select your plays from three boxes at the top of the screen. The goal through-line plays is each case. The first asks you to decide if the quarterback is going to throw a short, medium or long play. Then you select the type of play, run or pass, an offensive and the formation on defense. The first window will ask you to choose a specific play for the type of offense or defense that you have chosen.

There are also a number of special plays that can be selected which are designed with the intention of totally catching off your opponent. However, these plays are high risk options that could easily backfire on you if they are not executed perfectly.

Hot...Hot...Hot...

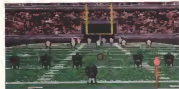
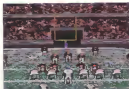
When the game you always control the player with the ball or the one closest to it. If your player is running with the ball there are a number of options open to you to help you dodge oncoming opponents. Your player can perform hard-hitting toe can hand-offs that sneak into a defender's hole and just hit to one side. He can also dodge and receive around blockers using special skills activated by pressing the right button at the right time.

The object of any American football game is obviously to score a touchdown. In Quarterback Club a touchdown will earn you points in your player going a great impression of what it's like to be a QB. The moment's too never-wasted time spent behind.

After Quarterback Club should be out in the next few months. If the completed game line up to the previous version, then the ultimate Super Bowl could have it new season! Unlike the John Madden's won't have it all of its own way after all.



(Above) *Right! Right! Right!*
(Left) *Right patrol blockers and this wonderful trophy would be yours!*
(Right) *The Quarterback is in!*
(Right below) *This particular play has some way to go!*
(Below) *They're under starters orders! The graphics in Quarterback Club are sharper and more detailed than those from other games of the genre.*



(Left) *Just think! One good kick and you could be the winner in one day.*
(Right) *Well then, a victory back to the changing rooms for a quick shower.*



The NFL Quarter Pounders



Warren Moon
Seattle Seahawks



Boomer Eason
New York Jets



Jim Kelly
Buffalo Bills



John Elway
Denver Broncos



Mark Rypien
Washington Redskins



Phil Simms
New York Giants



Randall Cunningham
Philadelphia Eagles



Steve Young
San Francisco 49ers



Warren Moon
Seattle Seahawks



Troy Aikman
Dallas Cowboys



How difficult can it be?



Accuracy

You must throw the ball so that it hits the targets, which are either static or moving. This will really test your position of target and accuracy which are highly important to all professional quarterbacks.



Speed & Mobility

This drill is an exercise of both of what you will need: an around and duck under barriers. At the end of the course you must jump a hurdle and throw a ball at a target. This round is against the clock.



Distance

This drill is to test your throwing ability. Toss your A and B balls as fast as you can to reach the marker, further down the field, when you have got it to your fingertips. It is throw the ball, you are given three chances at the event.



Read & Recognition

This round is very much like the first, except the targets are moving. When they flash you must throw the ball and hit them. The various targets move at different speeds so your judgement will need to be very precise.

D.C.C. Golf



It was only a matter of time before the first Mega-CD golf title reared its eagerly-awaited head, and, thanks to Dynamic, it finally has. But it's not without its problems, and in many ways isn't what the majority of people would expect. Intrigued?

Read on...

What could be better on a beautiful summer day than a nice relaxing stroll through what appears to be a neat landscaped garden? Landscape seems right with the word until you feel a cry of "Foul!" in the distance, prior to receiving a sharp smack on the back of the head courtesy of a bewildered golf ball.

You guessed it — the Mega-CD's first golf game has arrived. Ahead of you lie the usual array of bushes, flowers, grass and water hazards as you grab your clubs and head for the first tee.

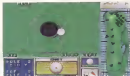
After an intro that consists of some rather

dulcet digitized footage of various golfers swinging their digitized balls onto a clear destination — into the green hole!

No holes barred

Your first big decision is whether to practice a few holes or get straight into the it or it thing. However, practice makes perfect, so let's assume you take the time to get together with the style of the game. The graphics features allow you to work on specific areas of your game, such as tee shots, approach play or even putting on your putting mat.

For those of you who fancy yourself as a real contender, it's straight in with the big boys and onto the course for some highly-charged



competition. There are five main options chosen from, including tournament play in which up to 16 players can watch club-and-caddy war. Most play against a friend, stroke play, or even a computer (a friend with three friends) — an option I mention we support!

Once you've selected which club you wish to use and opposed one of the cute Japanese girls as caddy or your golf bag, it's off to the first tee to see what you can do.

When preparing to take a shot, use your control pad in conjunction with the [X] button. You can use the pad to stand up and swing through your set of clubs, adjust your

MARC 63% It was with great expectation that I can give you the first Mega-CD golf game. What could I expect? Fully digitized characters in the same style as the famous Phillips CD+G. Apparently not included, the capabilities of the Mega-CD have been met with an exceedingly lackluster result.

C is it? Golf has no redeeming features. The graphics are basic and very blocky, and also appear to be mirrored. The controls are simple to use — perhaps a little too simple — and gameplay isn't exactly taxing or terribly refined, but still just judges it.

It's really disappointing that the first CD golf game is such a nice effort, easily surpassed by PGA Tour on the console, one speeded Mega Drive.

stance and select the direction in which you wish to hit the ball. Simply press the [X] button to confirm your decision and watch your ball sail gracefully through the air.

Alternatively, press [C] and watch it barely leave the ground, ending up in the rough 40-500 yards to the left. Never mind, they can't all be winners.

Par for the course

Should you make a decision that your caddy tells you so — most encouraging, that he's a real one and a steve looking of answer. It's just a shame, she only speaks Japanese.

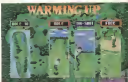
At the beginning of each hole, you're treated to the new standard camera corner shot of the hole, as well as receiving advice from a chap who we can only assume is a Japanese golf expert.

The course consists of the regular five tees and rough, as well as a few tricky bunkers which really take you down if you're unlucky enough to land in one. And there are water hazards waiting to take your ball, you

(Above) We press the center triggering about a hole in one, looks a bit better now. (Below) It's the other always cut, practice made a perfect.



A veritable plethora of options are yours for the choosing.



...and a game to shake about
around the house.

Don't worry too much about
weather conditions as you make
your way from tee to cup, as the
wind rarely changes and wind
speed is slow. It has little effect
on your shots.

A fairway to go yet!

All the necessary elements are
included, but it's at least a little
incomplete. Certain areas, particularly
putting, are unbefittingly
costly and inaccurate. You're given
a good view of the greens, but not
over the sun and so you need to
allow for yet a dash of ignorance into a blind.

There's no loss — subtle skillful touches
on the greens can't be executed. In time, as
with any other game, you can become expert
at C.C.C. Golf's gameplay, yet this is no
compensation for the lack of fun during the whole
thing suffers from.

Golf fans are inevitably a discerning bunch
and demand a greater amount of realism in
their games. Unfortunately this title doesn't
deliver in the way it should.



...and think, after you've hit the ball so
often as you can, you only have to
walk onto the fairway.



...and to push it out of a hole is not the
same thing as I ever expected!



Sorry but it's not the same, with a lot
more like this, wouldn't it make more
sense to stay in the clubhouse?

DIRK 66% I'm afraid I find it hard to
accept the disappointment I felt when I played D.C.C. Golf. I
suppose I'd set my expectations for too
high, imagining that Electronic Arts' PGA
was too good on the Mega Drive, Dynamix CD
title simply had to be a far
superior game.

However, the reality's very different,
and I couldn't understand how it could
be so inferior, failing to utilize the enormous
capabilities of the Mega-CD.

All the vital ingredients are there and
the essential options are in place, but the
graphics are so slow to it has very little
once you get into the cut and still times of
the game, you stumble upon aspects
which just don't gel.

The fact that you can't know your
shots makes the challenge self-defeating.
Although it's already been discussed in
the main review, I have to be said again
that the putting sequences are the most
unintelligent and bizarre elements as you
undo any good approach work you may
have done by running up an enormous
hole on the greens.

This has to be the game that's going to fill
the Mega-CD gap, I must the best
clubbing title with interest.



D.C.C. Golf
Dynamic
ET&A

52	Graphics
54	Sound
60	Playability
63	Value

64
Definitely not a hole in
one. This is a game you
tripped into a bunker,
with no respite.

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Silphheed

It appears
the hunter
face is under

attack yet again. In the *Silphheed* attack, you again find the hunter can find them. You can attack it. It's the way to reach the...
[REDACTED]

Trusted as a standing base, *Silphheed*'s Sega's long-awaited 3D CD shoot 'em up. The storyline comes from almost every other shoot 'em up ever created, so as a die-hard fan of the genre, you'll get down to what we're all really interested in: the game itself. (You, isn't it?) —*CD*

Regardless of all the hype, is it any good? My own take: the majority of CD games have suffered from one level after another, repetitive, mind-numbing sequences, complete with all manner of camera angles and special musical interludes. There's beauty in old games without much to show off the Mega CD's capabilities.

For once, we're happy to say that after all that opening glee and rambolance, *Silphheed* manages to present a rather decent shoot 'em up. The most impressive thing isn't the visual size of the polygonal ships, enemies, and silphhees, but the sheer speed with which they move around the screen.

A Slip of the tongue

From your early battles high above planet Earth, it's onward over water to a variety of battle zones. These include rainforests with the scenery in a way impressive and beautiful, colorful hills, where not only do you have

to fight off the attention of what seem to be endless waves of alien craft, but also need to take extreme care in avoiding the larger enemy ships which speed past your ship.

In the majority of levels, it's difficult not to get an excellent sense of the background interest of *Silphheed*, as the background



Check out the move as speed, man! What

ing speeds through the streets of the many alien cities on Earth.

Switch to plan B

Silphheed puts you in a high-tech attack fighter as you battle through hordes of vicious alien ships. The repetition attack in water is not one of your best of if you're in a wide variety of attack patterns.

There are some pretty decent boss ships that fly in to make a way that they just beg to be blown into the vacuum of space. Then there are killer wave ships, whose navigation systems know only one flight path. Unfortunately for you, that's straight into your shiny high-tech mega-3D attack ship.

At certain points during your battle, you'll



The boss sequences never fail to be as exciting as any other Japanese CD.



Check out the Weapon Select screen. Great graphics, better controls (3-1)



What about it? Better than any other CD game? Who said this was just 3D Software?

embraced with small groups of sporting its round-shaped craft, whose destructors give you a variety of goodies, including bonus points, extra bombs and most important of all, more boxes which restore one level of your previous shield.

Is that a laser cannon in your pocket or...?

While on the edge of your shield, it's imperative to note exactly how it works. You can sustain several hits and collisions with your shield disappear, but once it's destroyed, one more hit causes engine failure, which consequently affects maneuverability.

A further hit causes a shield if your weapons system, especially useful as it means your last bit of defense — the lasers — begin to flicker. Once you reach this point, one more hit and your mortal remains become one more piece of space debris.

What would it mean for you to be without a



The ship can be slightly disorienting, but eventually, you'll get it to everything.



Shield strength that appears delicate, shows an eye on the shield is the strongest.

plethora of bonus weapons? Is there a game? — Do I feel pain? Not fear, water, because Sephiroth's some real beauty — and we'll be here talking about your chances of getting those way about similar. Oh no, when the Sephiroth's get extra weapons they get big time.

Optional weapons along the way include in-physics items, which seem to fly in a blanket pattern, allowing you to fly that way into to get.

As if that wasn't vicious enough, there's always the side battle, which lets you get the from the sides of your ship as well as general ing laser to burn the back of the ship.

You want small bombs? Well, get ready for the golden bomb, which releases a group of enemy craft before detonating. For each level you complete, a new weapon is added to your inventory.

Well, what are you waiting for? There's a whole galaxy of enemies to gun for. ■



It's not just the graphics themselves that impress, it's also their speed — they're very fast.



Yes, that ship? That's yours, that is. Here's was there a more powerful craft to give you Mega CD?



MARC 78% Up until now, shoot-'em-up fans have been left out of the CD game arena. It's not the usual Cobra Command, do as you're told type of game, it's really the best Mega Drive game with a best-of soundtracks.

So it was a welcome change to see a licensed game which has not only tried to use some of the Mega CD's capabilities, but also a little which is playable, addictive and challenging into the bargain.

There are only a few minor faults, not being the best that others could give these conditions, you only get one life for each game. Frankly, it's a bit of a pity.

The other noticeable problem you should be made aware of, is that if you purchase an import version, then I expect the full soundtrack you need to use a CD-R cartridge. For some reason across the music track has a kind of a war, playing at various different speeds (occasionally over the right one) and the speech repeats like a needle has stuck on a record (you remember those — My, Meek please things).

If you own a CD-R and want to be bothered about the phone-in you'll, go for it now. But I have to say that if you can wait for an official version, you definitely won't be disappointed with visuals, sound or gameplay. Sephiroth's been typed up for the idea but there's really no substance behind the flashy bits.

CHRIS 67% Sliphed is being hailed as the best use of shoot- 'em-ups for Mega-CD owners. Personally, I don't think it lives up to the hype which has surrounded since the first preview screenshots arrived.

It is true that it makes impressive use of the CD's capabilities and 3D polygon capabilities. But unfortunately there's something missing from the game-play. Maybe it's because it borrows too much from very early shoot-'em-ups such as *Jason* and *Galaxian* whose gameplay boils down to a repetitive move left and right to avoid obstacles while shooting from the top of the screen. Hardly what the sophisticated gamers of the Nineties expect.

Or maybe it's because I seem to want mainly of graphically impressive backgrounds which unfortunately are let down by mediocre alien attack ships and a lack of variety. It's very much like the lesser equivalent of a game — very nice to look at but otherwise there's not much going on.

It plays very well on shoot-'em-ups, you may find *Sliphed* enjoyable. But if you're looking to buy an impressive, not to mention playable shoot-'em-up, you'll have to look out to your next-door neighbour just the time to longer. Sorry to break it to you, but in the graphics stakes it's nothing special.



Oh no — we're being attacked by Aliens! Get a grip — Aliens, Aliens and Freerunners come in all shapes.



Do you want love and light experiences? Sliphed buy only networks or get this? If you've read our comments, you know Sliphed's playability is questionable, but the graphics are spectacular.



High above planet Earth, while humans work and sleep, a heroic pilot battles for the safety of all humankind. Nice all that, don't you think?

Further into the game, you can increase your weapon status by shooting alien-made-up craft and collecting the power-up bricks. Oh, are you going to need them?

Sliphed		73
Sega £44.99		
72	Graphics	Not the Starlink order (promised to be but visually impressive the results of the same.
78	Sound	
79	Playability	
71	Longevity	

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Wimble

Strawberries and cream, the gathering of thunder clouds and the groans of the crowd. Aah, Wimbledon — steeped in tradition, it's the oldest and most sought after of tennis trophies. Now Sega have teamed up with The All England Tennis and Croquet Club to bring you the official Wimbledon licence.

Check that everybody could see that there was a clash on! John McEnroe uttered those immortal words on his fabled jiff of the Centre Court and seeded another contender in the legend that is Wimbledon. This opportunity now exists for you to etch the name of your name in the final and add your name to the roll-call of past greats who have won Wimbledon.

All this, of course, from the relaxed comfort of your sitting room. We need to break into a sweat unless your mother refuses to make you eat soup at least five weeks into a seasonably stable diet at the point that it is no way down Sega Force MEDIA website the achievement of those hardly named who brought us all into the world.

Although the controller clearly takes matter that the mail be forthcoming on demand along with other associated in fact 1.

Arguing through all that tedious Wimbledon allows you to choose either singles or doubles against a computer or human opponent. There is also the chance to take the ball around the court in a rilly two-player game using Sega's handy multiplayer. You can then decide whether to play in a one all exhibition game or take the play of you choose into the grueling slog of a full Wimbledon tournament.

In exhibition mode you can select from three different court types each one in itself lends a distinctive effect to the way that the ball plays. A grass court, but has less bounce and high speed, a hard court, which is high of

bounce but set as fast as the grass or a clay court, again with high bounce, all weigh how the speed is very low as the courts available. The tournament option involves such strategy, giving you no choice but to play on the tennis court game.

Ace High

There is a huge selection of computer-generated players to choose from, each with his own special attributes. The players all have a variety of skills, such as serve power, backhand control and power, and finally there is an ability level.

You can select a player that suits your game style, hence if you love hitting back then a weak big game choose someone with a high serve power, however if you want a quiet, steady player with a powerful return of serve try out one with long reach and ball control.

Once into the game the control matches are as very straightforward. Press any of the buttons when serving, then to receive the ball and again to take the shot. Depending on which button you use the shot will either be very fast, heavily sliced, or slow with extra spin to be a lot degree of back spin, though it is no expert!

When returning the serve or during play you can choose from a variety of shots. There is a backswing, a high lob, an overhead smash or a slower speed return to get the ball over the net on both the fore and backhand. The direction of these shots is



It's going to be tough winning Wimbledon

CHRIS 84% When this game succeeds in its ability to draw the player or players into the game, which is surely the key ingredient in any sports title. The controls are easy to pick up, and there is the added bonus of being able to spend the ball's high velocity straight into your opponent's crown jewels, if you know what I mean.

Only the graphics are certainly not breathtaking, while watching your player struggle around the court is somewhat akin to witnessing the rustling of a partially transparent sheet. However, Wimbledon definitely succeeds where most other Sega Drive Tennis ones fall down — it makes you want to play it, well, you ain't, is it usual for when you consider how far and far between really good tennis games are.

Having said that there are times when the flight of the ball can be difficult to follow. This usually results in your player getting the ball when it bounces. Although this always seems a touch from those watching the action on court, why do we always object to other people's regarding mistakes, such as when it's only in a close game? Compared to Andre Agassi's Tennis, Wimbledon is a much better bet. A mass of game, set and match variations.

Gauntlet

Welcome to the all new world of Gauntlet. The cult classic is now in it's fourth incarnation, but some things never change. You'll recognise all of your favourite characters as SEGA FORCE MEGA takes you on a journey into the fantasy zone!

The Warrior, the Wizard, the Elf and Valkyrie are all back. Courtesy of Tempus in the legendary Gauntlet. Once again our intrepid adventurers are battling the forces of evil in their quest for magical spells, wizard scrolls and plenty of gold. This time however it's not to save their just the world and trusted mode now to battle through. On line of fire there are another three modes of combat, each designed to stretch your shoulder to the very limits of their strength.

Each mode of play has been prepared to cater for the new 4 player adapters just to make the game even more fun. The original can go versus. Players can enter the game at any stage of the development, as a one player quest can suddenly be transformed into a four player one for all with the immortal phrase: Welcome Warrior, accompanying each player's entry.

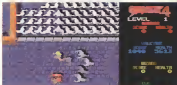
War... what is it good for?

The traditional sword mode of Gauntlet follows the guidelines of the original game — you must battle your way through each of the many levels, collect treasure, magic and food so you desperately fight off the evil creatures in your search for the exit to the next level.

In the next mode you take part in a role-playing adventure. The mission to fight you may change a quest impermanently enables. The mystery adventure by the old master Hermit, will take you a long time coming up with that one last! The idea behind the quest is to negotiate the many corners of the castle a low level to each of which has been bestowed to present players.

If that's the case how did you get it go may not? Good was of fun, but a few answers. Anyway, let's not get party.

The basic idea is to go through each tower seeking out treasures that can help you such as the sword dealer who will provide you with a range of top-notch weaponry, towards the all time goal of discovering the huge cache of hidden treasure tucked away deep within the castle walls.



Valkyrie makes a quick departure after stealing the ghost supply of Milky Mom.

IV



If you don't fancy a long quest you can choose to enter the battle mode. In this mode you can control up to four players via built-in four-player split-screen. To prove who is the greatest fighter, you can choose to fight an enemy inside each page of the different alternate objectives to the same level or you can assist to fight with each character, retaining their own special attributes. In this case Yומר has the best sword fighting skills, but is weak on magic and speed. Valoria has a great defense, although she lacks magical prowess. Mirard is obviously the master of the sword, but falls open easily in hand-to-hand combat, while DF is a tough old warrior with superb agility. Most people have their favorite character from the series, but the object of this mode is to use their skills to the best effect.

Should he take what's in the box or open door number 27?



The 1992 award award objectives.



Jump on the teleporter to beam to the wall.



Mirard discovers a secret end.



Ma, I'm not Mashaal, just look like her.



CHRIS 73% In the grand old days, before I was chased from my home by a foppish, deep in the bowels of Star Towers. I frequented three gaming establishments, popularly known as arcades. Within these houses of ill-repute I stumbled across a great game. Upon this console, I could challenge other poor unfortunate souls. Having been used into three shady establishments, were eager to part with the small piles of change they clasped in their sweaty palms.

The game was, of course, Gauntlet and its main pulling power was the four-player option. Teenage boys now brought this to the Mega Drive and for that it is the game's most important feature.

True, it's not the most sophisticated of games, with some tedious parts (I don't admit there's a few) much to be perched on the screen. However, everybody loves to challenge their friends. Gauntlet II allows you to do this like the arcade game, but it also includes an obligatory battle mode, which, while being nothing more than a glorified coin-op cooperation. This will never compare with the top titles on offer, but I really enjoyed playing it well, at the end of the day, that's surely what it's all about.

Mirard is surrounded and all hope seems lost, that is until the alternative ending. Open Fruit in the pocket that may just save the day. If only he could figure out how to control it.



Watch out for the Ladder's mischief.

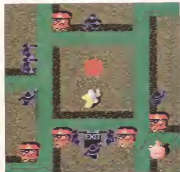
MD **review**

The first option is for those who like to amass loads of stats on their adventures. You can in its record your progress as an adventurer. At the end of each level there is a display of how you fared. Stats include shots fired, percentage that hit and number of men you were killed. You can record these figures under your name, along with the month and year in which they were entered.

As you should be a wizard out of how Gauntlet IV has a great deal more to offer than its earlier incarnations. The four player option proved by far the most popular amongst our backstage subscribers here in the DM editorial office. So, is counting you have three friends, slip on your seat belt and take up the challenge — if you dare!



Don't let a dark cave stop you from a Gauntlet IV and get all those!



It's not even safe to pop out of the shop in these dark and shadowy!

MARC 71% Like Chris I remember the day well, when I was not much more than a young whippersnapper. I walked into the local arcade and was amazed to see this outstanding machine with four joystick attached to it. The game of course was Gauntlet, both the excitement in many hours were spent taking on the perils of a 'dread' all and even a barbarian woman (What - lol).

Now many years later and after many attempts to revive this classic game, it has finally been achieved on the MD with the use of the four play layout!

Gauntlet IV on the MD manages to capture what a missing from other home incarnations of the game, namely that Gauntlet is no longer a single man or two player game. In fact, it's been converted into a full social event.

What could be better than inviting three friends round to test you in your quest against the many evil forces in this ancient world?

Okay, so the graphics may not be CD quality and that is upon the main up for by the amazingly addictive gameplay, which will keep you coming back time and again. So if you remember back to the halcyon days when Gauntlet was the master of arcades nationwide, or if you're after a really outstanding multi-player game, then this is a little worth testing. Despite not even that old comic book to get your hands on.



Gauntlet IV		78
Tengen		
£39.99		If you think the arcade machine you'll love this. Well worth a look.
78	Graphics	
75	Sound	
81	Playability	
74	Lastability	
Out: Now		☎ 0800 700706

Gunstar



This is entirely down to personal preference. You can either move to your fire or close right directional shots from a standing position.

Up the arsenal

Once the decision is made, you're next up is to select a weapon from the various controlling of Force Five — which first involves a specific game's lighting — an intense power star fire through the enemies to hit those coming in behind. Chapter Seven — forces in an apartment and builds his down after the game of the Flamepower — most effective in your control.



One again, the tranquility of the Earth has been shattered. This time an army of evil Cyborgs who look strangely like a team of American footballers have taken over the world's defenses so that their leader can take complete control of every aspect of life. To ensure his domination, this devilish despot has also cast an evil spell that prevents any form of rebellion.

Lucky for the world, a benevolent power star (he, he, he) discovered how to break the spell and escape everywhere. He has initiated the help of two superheroes able to resist the Cyborg's evil spell.

The Doctor informs our heroes that they must defeat the game before around the world when brought together these will enter the doctor's eye over the minds of the people. But begins the quest of the Doctor Heroes over seven levels of ultimate action.

Within each level there are a mass of sub-levels, each progressively harder. You can choose to play a one or two-players simultaneous game, but be warned either way it's tough going — and plenty of but needs added along the way! (in fact the producing staff — so!

After choosing a mode of play, next step is to select how your character sees his weapon (no Finger-Counting please, please).

SEGA
FORCE MEGA
COMPUTER

every so often
a game which
is very unusual

The kind of the office (really, looking the editor of the book of the book — what does take off a lot of work) that has had time in the way of a mirror image. But more the SEGA FORCE MEGA crew did a good job of getting Gunstar Heroes, the company caused the other more collection of it being possible to sit down their complete review, but can't get really involved from the very beginning, whatever it is.



Select your style of play and choice of weapons before your quest begins.

Heroes

The Doctor will then ask you to select a starting point within the game from the last four levels. These stages are: the Ancient Ruins — where the first gems were dug up and the first to be collected by the heroes; *Infinity* space world from *Zone*; The Underground Mine — which is negotiated in a mining cart in order to retrieve the good scientist's brother; Dr. Green; The Flying Battleship — has to be governed from leaving so that you can battle Captain Omega for another of the gems. Incidentally the battleship has been revealed within the industry for the revision techniques used. These have apparently never been seen before on cartridge format.

The other option is to take on the role of the Strange Parties — known as Block, who is responsible for another gem. As you may have noticed the game does not put much stock in original or memorable names for its characters.

Busy dealings

The other levels include a journey — but deadly — toward a gem that has set here having a shot to decide his fate. Depending on what the thrower he could come up against a variety of villains, some bonus weapons and energy or alternatively lose all. The cut is to get around the traditional dead-end without being set in the many dangers it feeds. A sort of death by Ludo if you like!

As a total advertisement game there is a big boon at the end of each level. You must overcome each level to progress. These bonuses get more inventive and complex further into the game.

Take the guardian of Dr. Green as level two for example. This mineral of modern technology changes form seven times before he is finally vanquished. His successive phases include Boulder Paria — a huge robot; Tidy Power — a mechanical expert; Tiger Force; Edge Force; Buster Force — a self-loading pistol; and a Force; Crab Power and Mega Force (don't ask).



Considering the time it is an early level you can begin to comprehend the complexity and imagination used here on *Guinness Heroes* may be full of crap shakedown names but like thought, planning and imagination behind the game that is difficult to fail.

Icons are clearly now...

If it is vital as you progress through the game to collect extra weapons to power up your sign level. However, on many levels this can prove unnecessarily difficult.

To activate the mines you have to blast the low-flying bugs that cross the screen, no problem and that actually get it. The trick is so fast and funny that you will probably be surrounded by enemies when the abilities were drop from the way making collection a little tricky. This problem is compounded by the pace at which your items progress as the screen on many levels for example when you are down to the

MARC 94% The good news here then again, it is a little bit of a pity that this outstanding game, if you thought the platform genre has become a little tired and repetitive it is here that is going to give the genre a much needed kick up the backside.

Forget the usual walk along, jump up and grab things type of platformer. *Guinness Heroes* takes it that, because it looks of the power — a hefty jump of playability and a very large slice of add-on items makes it all together and comes up with the best game for the Mega Drive in a long time.

Not only is the game great fun to play, one player mode, but also it is that while you and grab a friend to enter a whole new game in two player simultaneous mode, *Guinness Heroes* manages to provide some of the other games in its genre including *Spider*.

If you only get one more this year, then *Guinness Heroes* should be top of your list, and if it starts looking up to *Street* and *Billy* to get your head on it.

Fast-paced, fun, with tons of levels — you don't even realize you're not even watching yet!



The guards on the battleship take no prisoners.



When it comes to other machines, the big bonus does it more often!



Take that...



...and that! Our hero never says die!



It does it even better than board game!



Our hero sets out on his quest through the forests of the first level.



One thing he didn't expect to come up against was a huge phallo spinth!



Well, here we see a little bit further into Level 1.



Scale this mountain if you hope to overcome the level.



A bear spins entirely of giant stinks of cowards. Now that's original!



It's just like surfing stink. Only your stinking at breakfast speed down a mountain!



Watch out for those deadly cows. Nobody told them it's rude to punch.



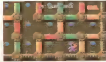
This bear uses his agricultural threshing machine to attack our hero.



...And now he's even throwing stink bombs as well. Come on, play the game!



Where do I see them here? Why does your eyes - they don't leave - please?



Get through the maze to reach the goal to progress to the next stage.



Look! The "stink" and "stink" word machines abound in this superb platformer.

Gunstar Heroes

Treasure
£ call

94

92 Graphics
88 Sound
95 Playability
92 Usability

A complete action platform extravaganza that'll leave you laughing at the mouth.

Out: New Departo ☎ 0425 017705

Bill Walsh C

Allegedly Bill Walsh is considered to be up there with God and the President in the good old US of A. Whether this football sim will take off over here on his name alone is debatable, nonetheless it is the duty of our intrepid reviewers to don their protective garb and go in where it hurts!

Bill Walsh is recognized wherever he goes in America. He's the hottest college coach in the country, with the general consensus being that he is something of a football genius. Similarly college football regularly attracts attendance surpluses and the Big Ten's annual game telecasts routinely making into the millions. Can you imagine those sort of numbers being thrown about for a game of college soccer over here? No, neither can we.

After this adds up to is a game that, like John Madden's Football Manager, is so greeted with enthusiasm in the States because of the big name name, but here in this here we're a quality as a sports sim.

Real 42, but, but...

The big hype around Bill Walsh is that the computer opponent is tougher and more intelligent than in any preceding football sims before. The computer opponent will make much quicker adjustments to your play calls and the computer offense is more aggressive than in past earlier efforts.

The game is also supposed to feature many of Walsh's own favorite plays, although you wouldn't have to be a football genius to know about such things.

It features all of the teams that perform on the college circuit. You can select to play as any of them — each has its own strengths and weaknesses. Alternatively again is the John Madden mode: you can play in the all-time great playoffs — choosing from teams such as Alabama '79, Boston '84 or Washington '81.

When you have created your teams you can decide on weather conditions, ranging from sunny high through to snow, as well as the length of the match and the type of competition you want to play in.

The other choice available to you is the number of human players you wish to take part. The game allows for the usual two player comp, but it also provides the facility for using AIAs if you play multi, only the second game to offer this option.

All that's left to do then is actually play the match. The game play will be very similar to



STIX 67%

and Watch is an easy American Football Simulation, but it really wouldn't go any further than that. It only kept my attention when I was up against someone else in two player mode. When competing against the computer I rapidly lost my interest in the game. Finding it much less addictive than any Madden XL.

There are some nice touches, such as the digitalized images of Watch, the fans and the ball, but, like many of EA's products at the moment, have reason to do not justify the price tag. If you want something a little different then Madden then apparently college football contains a number of slight rule changes to the professional NFL. For variety while not denying that this is a very playable game, I wouldn't look out for it if I had any of the Madden series.



(Above) Right Gyle! You see the pain, watch closely as I take it into a big fluffy bunny.

(Above) No the fact isn't knowing about the difference between the two versions. In fact we are reliably informed that this movement is regular and quite legal amongst American Football referees.



(Below) Articulate as ever...



(Above) The crowd go crazy — the college kid has thrown the ball!



(Above) Now — the ref is definitely trying to tell us something. Just what that is is beyond us.



 BM Watch College Football	
EA	73
E44.99	
69	Graphics
71	Sound
74	Playability
78	Usability
Out Now	0768 616442

A great football simulation that will use a lot of friends amongst fans of the game.

Make My V

Ever dreamt of helping your favourite stars create their next block-buster video? Well now's your chance in Digital Picture's unusual new title, **MXS: Make My Video**.

This is a strange one to categorise. It's not really a video game, more an on-line construction kit. The idea is that, with the help of a gang of spaced-out American kids, you create a video for one of MXS' songs. Then the gang give their verdict on the quality of your offering - most of the time they're not too complimentary.

The game is set in a smoky juke hall. There are a number of kids in the place, all

ready to pass judgement on your offerings.

First up you meet a couple of young girls who are your guides in the game. They introduce you to the four different groups of people you can choose as your judges. These are Ted and Donald, a couple of laid-back dudes; Penelope, who likes to be in the limelight; and a pair of

latter-day lesbians, Mimi and Tiger. You begin by deciding which of these people you want to take advice from about your video. Once you have decided this you then select one of three songs from the *Wisconsin* CD wherever you are at the moment. The choice is between *Baby Don't Cry*, *Heaven Sent* and *Her Crooked Line*.

Once the main stage is to actually produce a video. To do this you have to listen to the soundtrack you have chosen and place the images you desire to the music. At the bottom of the screen there are three boxes of images. One plays the original MXS video, while the other two merely show a progression of unselected film, artwork and video clips. You use the controller to flick between the images trying to create a montage of shots that bears some resemblance to the advice you have been given.

To spice up your production there is a list of special effects options displayed in the top left corner of the screen. These can be added to your video when

you've chosen, although if you use too many it tends to negatively affect your pool hall audience. The effects include smoke lighting, mirage, the thing it is, mirage, the water, and the redoubt, and is coloured red, blue or green.

The art of advice
Once the song is up then that's about it. The next stage goes back to the pool hall where the gang gather round to watch a run through of your usually pitiful video efforts. The song is played right through again, but this time the



She may be a babe but she really cannot play pool to save her life

Video: INXS



1. Like 'Mars' or 'M.I. (Lennon)'?



Just like that? It's definitely in the can. For serious, look! Just like that! Marg when he was younger? Just what did he do wrong in later life?



only thing on the screen is your video, so all you have to do is sit back with a nice cup of coffee and marvel at your audacious... This once the song has played through again (long process this you know) whenever songs you selected to judge your video, tell you exactly what they think. They certainly don't call you punches with their hands, some would even go so far as to say harsh assessments (what for the bosses is Luffen...)

That about sums M.I. (Lennon) My Videoing. The only thing left to say is that every time you mess up you're invited to mess another. So this goes on until you make it video the full list... or can't stand the game any longer.



Just like that? It's definitely in the can. For serious, look! Just like that! Marg when he was younger? Just what did he do wrong in later life?



MARG 35% Oh dear, what a terrible, terrible fate. The actual execution leaves much to be desired too.

Make My Video: INXS is, quite simply, a very tedious affair. Sitting through the video that you have put together through various clips becomes very boring very quickly, especially as you have to watch your effort before the idiots on screen give their impressions.

The music is okay, but the dialogue is a joke. Even the graphics are pretty standard, with plenty more than pretty. All in all, a very sad effort at a new form of entertainment. Thanks, but no sign

(MARG) They're only after you because they found you work for SEGA, hence, pretty as this point, if get embarrassing as we decided to turn off and go home.

CHRIS 38% This is tedious. I would be glad to get into the game, but I can't get thoroughly bored. Once you have played it through a couple of times you'll probably be sick to death with the way Make My Video: INXS is structured. Having to listen to the same song before its quick succession is not my idea of fun, although I guess here at the least might go for it.

To compound the game's problems the soundtrack is really bad. It's just too muffled and low-quality to be worth listening to. Also, creating a video is tedious too because everything happens too quickly for you to collect relevant images. On top of this you have to actually place some pathetic comments in the game. It gets extremely boring after a while, mainly because the characters in question are such a sad bunch of losers.

I'd recommend giving this a miss unless you're a fanatical INXS fan. There's a surreal sequence at the start of the game in which one of the girls in the MTV store pulls things like rubber chickens, bad springs and marbles out of her top. Why? It's a position and that about sums up the game.



Make My Video: INXS

Digital Price **£44.99**

42 Graphics

40 Sound

33 Playability

28 Usability

37

Only for true fans of the Aussie rockers and newbies, try before you buy

Out: New (import) ☎ 004251 016705

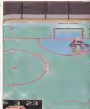


Another year, another version of *NHL Hockey*. So it goes on with these *hats* at Electronic Arts. They seem keen to release an annual update of their top sports simulations, but is another in the series worth forking out for?

CHRIS 86% Although I think it is disappointing we do not get more for what's basically the same game, I'd be an even bigger fan than ever. It really didn't love it to death.

These ice hockey games are just so addictive, at least one in the series should be a part of the library of any soccer-math fan. They have everything a hockey game requires — fast-paced action, tight movement and the usual for-shame reflexes etc., all backed up by great graphics, smart sound and interesting statistics.

Even so, it's taking the money just a bit to reorganize an old game yet again. For anyone who has NHL, 3D this is definitely a waste of money. The reason I get such a high rating here is for sheer addictive value, looking for a real fix anyone and those who haven't yet succumbed to the lure of an AHL hockey fix.



With the aid of her terrible teammates, the supersonic forward managed to almost sample only clear the rink yet again.



It's long been considered that the best games based on the violent blood-soaked world of ice hockey come from EA. Since the release of the original game three years ago, many updates have been greeted feverishly by the core buying public. EA never slow to exploit — sorry exploitation — at a good thing have now released their 100th version of the game.

It follows the same principles as the others: newly fast and furious action equal to gliding through heavy bodies and furious breaking through? Again the choice is yours concerning team selection, type of tournament and line-up of players. It's hardly worth going into a goal

and of depth about this side of the game because you've read it all before, but what needs to be considered is where the new version stands compared to the previous versions and whether it's a valid game to own right.

So what's new?

The first update you notice in the game is compatible with EA's four-way play selector allowing you to play two-on-two in any of the four-manuels. Again here the changes are basically cosmetic. The most striking being EA's decision to remove the lightning and blood-spill. I had never pressed it in the other games. Other modifications include a pre-so-

NHL

Hockey



My shorts! No scores! Yes, that face of many Wayne a World fans makes a guest appearance as a fairly decent ice hockey player. Just thank out those rubber bands—some slightest shot of the ice.

(Silly) The on-line match, the crowd roars and two men with big sticks get a close up.



one penalty (get ahead) to any player who's been unceremoniously roughed up—is digitized photographs of every player in the league with a grade to their name. For every player whose skill is important to him, what's good? (being mean) is a bonus (at on the bench) and so on—(shorts) (silly) match status, available through on-line games.

Control options include a manual goal keeper (a reverse angle on action replays and an array of means looking body checks) the most dangerous of which faults the opposing player over the match-barriers.

EA's big claim is that they've made it harder to score by creating a time limit of eight



Another gratuitous punch shot.



If an out-of-control crowd on the night is cold, it's a chilly out there on the ice.



Another of those fans who watch nobody understand. Apparently, the refs are beyond even the ref.



The forward decides it's time for a game of chicken with his own goals.



Well it is the Ducks versus the Ducks, the should be good for a laugh.



The guys on the bench don't actually want to play, they're just waiting to go down the pub after the match.

'94



rough temper. The general consensus among our other subjects is that it can't rely its case, with high scoring matches much less frequent on the EA version of the game.

All these changes are basically superficial however, so there seems to be little difference in the actual gameplay. You control the players using the same control pad methods as before, using the buttons to stick, back charge and generally to take your opponent when on defense, while walking to a smooth passing and eluding offense when given the chance. That's what we all hope for anyway, though it's more likely you get a blood rush to the head and get caught up in a line for a while, especially when playing against your friend.

That's not only it, EA's NHL Hockey isn't its world famous on the Mega Drive scene. There's no doubting the commercial strength of a series like this, simply because it rates on the back of its original game, but was one of the most addictive sports simulations ever on the Sega. Words such as, classic, long, fair and 'Wipe Out' have entered the vocabulary of any self-respecting Mega Drive owner, and now Electronic Arts have brought these out yet again for another wing.

MARC 82%

It's hard to make a comparison from EA's own side as the month has just got underway because of the marketing blitz. NHL '84 is actually the same as previous games, but with a new year legged onto the title.

Lack of originality aside, EA have produced a very fast and high class title. Its smooth graphics and high strategic gameplay save it from being just another hockey game. If you already own any of the other games in the series then it's fast and easy. However, if you are one of the few yet to be bitten by the EA hockey bug then it's as good as any of the other games introduce yourself to the fast-paced world of pucks, six bars and thirty ruled seasons for a tight goal rack — you won't regret it.

I wonder if EA have they considered releasing more frequent updates? You never know, we could catch some NHL Just After Wintering quickly followed by NHL Season's Arsenal! Jan-Tue with NHL Early Evening Championship (which has on its heels) A great game, but perhaps it's not pushing the series a little too far.



The skills, speed and action come off you from all sides down here on the EA not this evening, (do you think I can get Ben Ben's job now? - sorry)



NEW YORK 3-0	MINNAPOLIS 3-0	ST. LOUIS 3-0	DETROIT 3-0	PHOENIX 3-0	LOS ANGELES 3-0
EDMONTON 3-0	WINDY CITY 3-0	CHICAGO 3-0	PHOENIX 3-0	PHOENIX 3-0	LOS ANGELES 3-0

NHL Hockey '84
EA
£44.99

84

76 Graphics
79 Sound
88 Playability
88 Laptability

Out Now ☎ 0792 5-0442

Royal Rumble

Acclaim proudly present all the stars of the WWE. *Royal Rumble's* one mean mother of a game that saks no more than complete barbarity from the players. So pull on your alinky leotard and let the savagery commence!

The game allows you to take part in all of the different permutations of American wrestling. You can opt for a one-on-one bout or put together a tag and trade tag teams. If this isn't enough subtlety for you, go for the ultimate prize of being the last man left standing in the ring at the end of the year: *Royal Rumble*.

In the normal wrestling matches you have the choice of fighting a crowd or a one-fall contest. The best in the most members of the hall allowing you to keep fighting until one man can stand no longer. A one fall bout allows you to put a struggling opponent out of his misery by jacking him to the mat for a count of three.

All of these options are designed for one or two players. In the tag teams you can also play as a team using the strengths of your respective wrestlers to overcome the opponent's resistance. There is also a wide choice of difficulty levels, which means you can gradually work your way up through the levels taking your time learning the wrestlers' special moves and tactics.



The rogues gallery

Given entering the fight you have to select your favourite wrestler. To help you do this the game provides a gallery of signed photographs of every wrestler in the WWE. These include characters such as Randy Savage, Papa Shango, Bret 'The Hitman' Hart, The Undertaker and The Hardy Boyz. Each has his own theme song, usually something that relates to the nature of his character. *The Undertaker* has a spooky score sending shivers up your spine. Next to each picture there is a run-down of the player's characteristics and vital statistics. This helps you to decide what would be a

The Rogues Gallery



umble

good, but most of us those suckers out there who should play what?

Once into the box, the action is viewed from the crowd on one side of the ring. The referees are allegedly uninvolved in the referee who is always present in the ring, although he usually stays where the fight isn't by just to get up. Basically, the idea is to do it to them before they do it to you, and that's about it as the rules here.

It's a good idea to learn your wrestler's special moves and try to be smart in the use of the power moves before you expect to start obtaining anything major. The Royal Rumble takes some time if you ever hope to come up as the victor. After that it's just a case of kick, punch, stomp, fall and throw anything that moves inside or outside the ring!

If you want to stay in one, well, you'll have to be quick and agile. Otherwise it could be dangerous or even worse, you could be taken out with the Undertaker by the Undertaker Knight. ■

MARC 78% Let a girl ready to about that, I couldn't resist to know if you were the first WWF game, don't ignore this one. Not only is it better, it's better than you, more varied and a lot more intense.

Everything you could want from a wrestling game is here — comprehensive controls that are easy to master, great graphics and a whole ringful of options including tag teams, triple battles, one-on-one and the constant Royal Rumble, not to mention each character's signature moves. If you've never heard of the Royal Rumble before then you are in for a real treat to what's basically a free-for-all event with the last man standing declared the winner, the sort of thing you can't see any place around during time really.

So if you'rey playing in the fun of being able to take on the persona of the Undertaker and pound your own brain's head into the mat with a hammer, then hop into the squared circle and get hold of this highly enjoyable game.

Wrestling: www.sega.com
 Pope Shango Henry is kicking from the mat and The Undertaker, you know where to find it.



Alvin 11 is a job, it's a game, it's a fun, it's an interesting WWF! Believe with all these people moving around the ring, it's hard to double who to punch next.



CHRIS 74% This is a game that is very easy to enjoy. You can just get straight into it without any meaning. This was a bit of a relief considering how much I loved the Seattle American wrestling. Being to sit back and watch them, but it's a slightly not to enjoy of that.

Having said that the game passes the test of my wife easily thanks you very much. It's nothing special, with graphics not sound that will never be more than watching, but for the playability that she has over to Royal Rumble. The best tip in finding a character that complements the way you want to play the game, for me it's Pope Shango every time. Just took out his special move. Good stuff guys! My only reservation is with the games playing point. I don't think it's the sort of thing you would want to play for hour upon hour really, just get it out when you're feeling a wee bit aggressive and then kick, punch and blow away your frustration!



It's one of those warm feeling moments which happen so often.



Left: The Model shows Pope Shango the amazing benefits he got in the warmer water. Right: WWF demonstrates the dangers of using the towels as a propulsion system.

Royal Rumble		76
Acclaim E44.99		
63	Graphics	All authors live with the rings of the ring
68	Sound	
72	Playability	
64	Lastability	
Get November		071 244 0000



The Adda

The spookiest, kookiest family in the world have opened their creepy home to the Sega-owning public. Say 'hello' to the Addams Family in the latest piece of platform pandemonium from those pranksters at Accolite!

Who would want to be a Gilded Addams' slave? As better to a spooky land of gloom and grandeur here to help his parental estate when the rest of his family is kidnapped and held hostage within the huge Addams mansion. Gomez is really up against it though, because he also has to contend with his own Uncle Fester during the course of the game. Fester's last his memory and takes under the spell of the Handful Apple Crown, which is decreed to possess the Addams family for time. She is using Uncle Fester and his sidekick, Tully and the Judge to hold Grandmama and the kids (Pugsley and Wednesday) hostage. Gomez must rescue them and then go deep into the underground bowels of the mansion to seek out the latent evil and control the evil Judge in the game's only boss. It's guaranteed to scare the life out of you...well Gomez!

Hauntingly huge!

The Addams Family is a sprawling platform game covering the gardens and the enormous number of rooms that make up the family manor. The screen begins outside the main entrance. Gomez can choose to explore the grounds or enter the mansion and face the haunting delights that lie within. There are six different doors to choose from in the mansion's main hall, each door leading to

a specific section of the house which in turn leads to a whole lot more rooms. Those who enter the Games Room, the Portrait Gallery, the Museum, the Music Room (where you take the family members you've already rescued), the Old Time and the Conservatory. Each door from the main hall eventually leads to one of the main battles which is guaranteeing something of value to Gomez. This is either a member of the family or an evil heart!

Gomez begins the game with just two hearts, which are displayed in the top-left corner of the screen. This is his energy gauge which loses one heart (and every time he takes a hit). The hearts can be replenished along the way and there are also a number of chances to boost your overall energy level by collecting bonus hearts. Gomez can also collect valuable dollar bills (or his trinity). These are vital, especially when the game gets more sticky because for every bill collected you can



Adventure Family



get one heart replenished. Get \$100 and an extra life a year!

In each area there are a host of dangers lurking. To deal with, *Adventure Family* has some nice mini-games to get the local wildlife on the job, which means that Gomez will come up against seemingly harmless-looking insects and family birds. However, appearances are deceptive because these creatures will attack Gomez's energy levels should he come into contact with them. Also out-for for the deadly stunts and stomach blisters that inhabit the underground labyrinth. To begin with, the only way to advance these enemies is to jump on their heads. Though if any of the enemies have pointed or spiked heads it's advisable to simply avoid them.



Here... the family isn't exactly here and the enemies aren't exactly visible. Anyone for a man-eating sandwich?



What a pleasant feast!



Aha — the bonus room!



Gomez enjoys his conservatory — lots of man-eating plants and things!



Oh, a great quest! Instead, it's a bit like "To be or not to be," only this is an "Inventories are not to mention" if you get my drift? I certainly doubt it — Ed!

STIX 74% The *Adventure Family* is a good reminder of the original SNES game. There are plenty of secret rooms to be found, while the drops are pretty devious many requiring well-timed jumps to activate.

Choosing which levels to tackle first is a nice touch, though with the extra continues and a wealth of extra lives from the secret rooms, the *Adventure Family* is a title for the easy side. It obviously borrows ideas from the Sonic and Mario games with Gomez losing on his loss to defeat them and the like, but there are plenty of exciting areas that more than make up for any lack of originality.

The graphics aren't too bad though lacking in detail, but gameplay doesn't suffer too much because of it. The sound is good — the snapping fingers are ever evident, while the background effects are pretty good too.

Summing up, this is definitely one for the platform fans, but those looking for something extra special may not find it here.

On Guard

Games can collect extra items to add to a arsenal. These include a healing sword, which can be used with the sword, a pair of trousers that will resist water in the mountains, and a gun that lets you blow the crystal balls at the opposition. All of these bonuses only last for a short period of time, so it's advisable to use them to their maximum effect immediately.

As for a game about the world's oldest family, The Addams Family has plenty of its own games up its sleeve. Including several customizable passageways and switches that need to be found and used tactically to progress into the game. These switches are patterned books that activate something either in the mansion when you jump up and hit them. For example, they can make platform appear that provide you with a way past a previously impenetrable obstacle.

Games has a limited number of lives to play with in each game. However, you have an infinite number of continues. These allow you to restart the game in the main hall with all the extra items and family members you have rescued. All progress in the game. If you should wish to come back to the game at a later date, then it also password option. Which will allow you to gain an extra item or save someone.

The Addams Family mansion is full of rooms and traps that go bump in the night. That's a given thing, by the way. The question is, will you enter the house at the dawn or not your blood run cold?



CHRIS 68% This isn't a bad game, but it's not brilliant either. When it looks down to its platform, several platform games with some humorous characters but fails in the way of real excitement. This is not a game it'll be coming back to again in with a few more games in my eye.

Although it looks addictive, The Addams Family looks good with some cleverly designed worlds, a cute looking cast of characters and an impressive array of well-entitled 160 bosses to survive. There is also a possible evolution of the game (some fans from the old television show, which has you running a long in spite of yourself). However, if you're not one of those platform game 'junkies' we keep hearing about, then the gameplay will really become tedious, especially the continuous mode that returns you to the main hall starting point every time (Oh, by the way, see if you can find the hidden door in the main hall. It will take you into a level of several passageways filled with bonuses, cash and extra lives!).

This is a game I would only recommend to Addams Family graphics and its beautiful flowers. Otherwise, it's probably best to look elsewhere.



The correct time zone is a desirable measure here.



It's no wonder he's here, even the program was so delicious (probably).



Stop along a lunch time gap, nearly liberate it for?



Time waits for no man — in fact, it's able to punch you in the face!



Get a life! Guard — or don't? The final boss is over your ribs, unlike the 16-bit Turquoise World.

The Addams Family

Acclaim
£44.99

72 Graphics

68 Sound

74 Playability

69 Lastability

72

A well presented platformer with the bonus of an edgy looking theme!

Out: TBA ☎ 071 241 8000

What a weekend to you all! We'd like to thank all the SEGA FORCE MEGA fans who have shared their ideas with us. Between the two, there's been a lot of talk, but we've been booted over by the quality of the entries we've received for our **Wealth of Ideas** competition. It seems you all know what makes a great game: lots of fun, lots of exciting action, lots of exciting on-screen characters and the best few months.

For those who are wondering what the heck we're waiting on about, let's tell you in flash: In issue 1 of SEGA FORCE MEGA (oh, happy days!) we looked up with millions of dollars in prizes to bring the most creative, imaginative and best in any console magazine.

They've all been looking for ideas for new Mega Drive games, and they turned to the people who know the most about great console games: you. The result? Let's face it, you all know what a good game is, and what's the point of the trip, so you should have some idea of what makes a game incredible to play and well worth buying.

Eyes down...

And boy, do you ever — in taken months to read through the mountain of ideas! After many long nights, cups of coffee and eye problems, we dug out the best of the entries, which even now are making their way to sunny Devonshire for final judging.

With a total prize of £10,000 up for grabs, you asked us all the ways to make your game design the most original, fun and worthy of such a prize. We've received it from extremely talented, enthusiastic gameplayers and we'll take a look at some of the better ones in this feature. As you can see, readers have thought about nearly every aspect involved in producing a Mega Drive game.

Obviously, any game starts with a basic (or complete!) idea that needs to be described simply. Many hopefuls point their thoughts down in nice little white letters, and we too laughly appreciate, drawing every point of their console masterpiece.

Wealth of Ideas

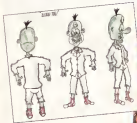
INITIAL JUDGING

The entries are in, the judges are huddled in the corner and alliance has descended on the SEGA FORCE MEGA offices. The Wealth of Ideas compe has been a massive success but there can only be three winners. Read on for facts, trivia and much fretting...

Every last detail

Peeking up on film making techniques, beds of you decided to storyboard various parts of your game. Storyboards are a sequence of pictures illustrating how a scene develops. These help the programmer immensely, so those who go out their pencils can become proud!

There are plenty of talented artists out there — we received incredible drawings depicting everything from characters to level back grounds, from pixel art to nice, simple and more. A few clever artists even produced their own box, manual and



label. Little touches like this aren't necessarily going to win you first prize, but they show you're thoughtful and every element of your style.

The three winning games will be illustrated and programmed by the experts from Imaginer in Danbury. However, each of you designed the game spaces on paper and drew individualized sets for home computer to produce graphics for his entry.

Console games are a unique mixture of elements and artists who put one of the three parts needed to make a game something apart of. Take music for instance. You take just don't know when to stop the licensed cassette tapes from a handful of people centered versus things such as music, dance, sound effects and word tunes which draw us justly after a while.

Check the Warthog!

Once a game's programmed, it's crunched into chips like those found inside every cartridge. With a finished box design, the game is virtually ready to be sold to game stores the way some thought about his and assigned parts of new things (handbook stand-up things seen in shops), posters, magazine advertisements and even TV ads.

All of these elements are important but let's not forget the most important thing, namely an awful lot of Sonic-type games and Street Fighter clones arrived at our doorstep. You might argue that there're too many to be original also, but side-scrolling platform games featuring cute, fat animals are a dime a dozen.

You're probably wondering who wins the coveted first prize and why that game was set far from the rest. Well, you'll have to wait a little longer. The final honorees in Imaginer are being chosen through the best of the entries and will reach a decision within the next few days.

So if you've entered the World of Ideas contest, you'll have to take your lead in suspense and we'll reveal the three prize winners in the very next issue of OREGON FORCE MEGA.



Handwritten notes and a list of names, possibly related to the contest or the game development process. The text is dense and difficult to read due to the handwriting.



100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Stop right down to your underwear

Go for a run around the block

Ring 077 700 3000 and tell London something it needs to know

Turn your radio to Kiss and pull the knobs off

Believe in yourself

Eat a prerogative

Write the alphabet backwards

Order an empty slip and leave it outside your house for a week

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Learn a second language

Every day at the same time stop and think about something wonderful

Go and see Ryan Repp

Get your nipple pierced

Read a paper from a bank by Charles Dickens

Play football in the street

Give £100 to a down and out

Put your change into a bottle for a year and get it to charity

Make a statement

Learn something new every day

Throw away your watch

Laugh

Take a picture of your bath

Go for a day without speaking

Write to Mother Teresa

Turn your radio up Full Blast

Say a prayer every night

Have a day without TV

Buy a bath on Jeff Kiers

Score at the clouds for a full ten minutes

Hug someone of the same sex

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Visit Great Ormond Street Hospital

Begin something you've always wanted to begin

Go to the market and spend 10p

Talk to a child about the future

Thank people

Wallpaper the inside of your car

Make everyone at work a cup of tea

Go on holiday and don't take any luggage

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Playing tips



MAPPED!

Shinobi III complete maps
and players guide!

Okay, who hasn't been working hard at sending in tips? Come on now, there's a whopping prize involved if you come up with something decent! If you send us your tips, you can win £100 or, if it's really good, one of our cool T-shirts! Whatever it is you want to win, send your stuff to: **PLAYING TIPS**, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.

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Flashback



If you've lost your mind while trying to recover your memory in this wild-looking arcade adventure — you won't forget to take a look at this outstanding collection of level codes will you?

NORMAL

- Level 1 FALCON
- Level 2 GATE
- Level 3 MELROD
- Level 4 QUAGMIRE
- Level 5 SLICK
- Level 6 BUGGLE
- Level 7 CLIP

EASY

- Level 1 FOWL
- Level 2 BETSY
- Level 3 PARACHUTE
- Level 4 STYLISH
- Level 5 TONTO
- Level 6 JASANI
- Level 7 ICEBERG

HARD

- Level 1 OLD
- Level 2 ARCTIC
- Level 3 RUSH
- Level 4 STUN
- Level 5 WIMOLD
- Level 6 HECTOR
- Level 7 KALMA
- End Code CYRUS



T2: The Arcade Game

If you're finding this game a little on the sticky side and there's level codes would come in very handy, then here are more for here it is. On the title screen press up, Down, Left, Right, Up, Down, Left, Right. If the truck has worked properly you will hear the word "Excellent." To skip levels enter the game by pressing up, Down, then press B and C to skip levels.

Addams' Family

There are many hidden rooms throughout the Addams Family mansion. The angles of them is a trap passage behind the main hallway. To enter it, you must stand underneath the left hand door in the main hallway and press up to reveal a secret doorway to Pugsley's den. There are plenty of 1 up items for guides in the game. If you climb to the top of the stairs in this room you can fall through each of hidden door to take you into another hallway with rooms just packed full of goodies. That's just the first of many tips we discovered while reviewing the game — look out for more next month!



Techno Clash



Poor old Rossan and his New Age traveling buddies are having a really tough time. Not only have they been blasted through time to a world full of their greatest fear — technology — but they've also lost their Pink Floyd albums.

As a fan of us here at SEGA FORCE MEGA we Pink Floyd fans (yes, we — in fact, the only ones, whose music isn't the best thing going), we thought we'd better lend a little helping hand to Telefunk's Pink Rossan.

To aid you in the quest to return to the happy 60s/60s, we'll outline up with the cold map of the seven playing level. And after playing many levels, we also provide a complete overview map of that very large and complicated jumbled-up bunch of worlds have decided to mess their brains for some insane reason.

LEVEL ONE

Rossan has landed in some type of corner, so what does our paralyzed friend do? Does he play the guitar, whistle, or... he has his swordstick to get out. Probably because of the rather nasty bunch of nags, bouncers, who are not your friends!

This stage is quite simple. It gives you the chance to get used to the many weapons and enemies you meet. That said, it still packs quite a challenge and it's possible to be wiped out if you take one too many hits. An over, reason is added.



Wow, away the first stage you find here and grab the 'W' icon to drop upon the device.



It's another of those enemy traps. This one is carrying a 'W' icon which has a just dying to hand over to you.



First Boss

This guy really thinks he's a mean, gun-slinging Terminator, yet really he's a lot of trouble.

The only thing you should be wary of

is his rocket launcher. Dodge his rockets and try to get up close with him. Change your weapon to lightning bolts that hit the big ammo boxes. A few shots later and he rewards you with a '9 foot and a shard of Albert's life staff.



(Left) He may be your mentor, but this guy's part of your troubles. You must defeat the game's bosses so you can retrieve the shattered parts of his precious life staff.

Shoot the guy in the elbows (OUCH) to get an 'I' foot. Shoot his crate before — he's just a worthless piece of armor, although he does have an 'I' foot about his personage.

The top engine gives you a 'W' foot, while the turrets below him reward you with an 'L' foot for setting his miserable life.

This engine is holding a 'B' foot, they're useful for Hammer and Co. — ensuring you can get into a really little house off to, of course.



Is need of an 'I' foot? Then try setting this guy for one.

Just around here you find another thing slapping a 'W' foot.



Getting past this row of knights is quite simple. All you have to do is aim yourself with one of your bigger weapons and let

them have it, it's worth it in the end as a bonus 'W' line waits for that boss here who beats those alien bands.

playing tips

LEVEL TWO

After logging a through the casino, it's back to your adopted home in the world. Is it a huge, colorful, or a rather poky, budget-friendly? No, it's a junkyard (what are these guys on?)

The junkyard is up to your ears, sometimes it all looks very similar. It's easy to get lost however, if you keep a tight grip on the map, you won't find yourself standing next to your equipment, wondering why you're "Where the hell am I?"

Once you've closed all of the gates, you have to clear the junkyard of enemies. To find out exactly how many enemies enter your base, looking to get a quick report, if you have trouble finding the last few, take your laser beam to do a patrol of the yard to track them down.

For this level, you also have to select a footguard. It is a matter of personal choice, but as an aerial Porg is a great choice, it has the ability to get in there and give your enemies a good looking, if your footguard isn't providing the protection you need, he can always be changed by returning to the portal and re-selecting.

Second Boss

You encounter the big boss on this level, just in front of your base, just in front of the end of the underground cave.

To defeat him, you use the same technique both times. It's exactly the same method you used for the earlier boss. All you have to do is point your lightning bolt weapon and let him have it a few times to really light up the world.



See that orange wedge on the floor? That's the key you need to close the gate in the middle of the south wall.



These large piles of junk are hollow and can be walked into. Enter the top pile to pick up a variety of items such as TG, L, and a total life-renewing health box. The thing to remember is DON'T re-enter the pile, as they sometimes become populated with a large number of enemies.

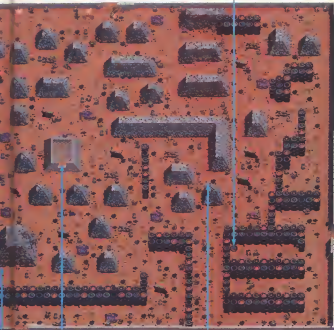
This is the most important of the big junk piles. Enter it to pick up a health box, as well as an "L" item. You may think this pile isn't that special, until you notice there is another of these little orange wedges on the floor. This is the key you must use to shut the gate in the west wall, near the lower corner.

All of the other piles have been very helpful — this is none the least. Avoid this pile at all costs. It is a killer. The only time you should enter it is when you've closed all of the gates and are removing the rest of the enemies from your headquarters. This pile seems to be the catch-all place for all of your enemies and walking in it the wrong time lands you in a world of hurt.

It's time to play safe and take to the sewers by going down this manhole. Not only do you face the boss down here,

you also find the key to close the gate in the north wall. The upper staircase is simple to kill, but it must be destroyed,

as they count on the total of enemies in the compound when the gates are closed and the warlock trapped.



This is the time period and your main base on this level of Tothra Clean. You can return to this point at any time to

change your stronghold or find out how many foes are left inside the compound since the gates have been closed.

Yes, you guessed it, there is yet another key on the floor here. Use this puppy to close the gate situated in the east wall.

Jurassic Park

players' guide

You've seen the movie, bought the T-shirt, scored Gronny with the tee cosy; now read the tips to this year's most hyped game-of-the-film. Don't despair if you're stuck, there's something for everyone here. As someone famous said: "Welcome to Jurassic Park."

Dr. Grant: The River

As Dr. Grant you must use the mild apple boats to govern your way to safety through the disaster-ravaged jungle river. Always remember to collect your fuel cans; you see along the way to keep your boat moving safely through the water. The other thing to be careful of is the paleo tree — its pollen and any contact between it and Grant is deadly

on which a *Diplacodon* guards some vital fuel. The dinosaur can be handled in the same way as the others in Jurassic Park by quickly starving him with a tranquilizer dart.

Return to your boat and set off to the left, heading down the small set of falls. At the bottom jump up and grab the ledge above to face another *Diplacodon* who is guarding fuel barrels and some translucent darts.



Even respected scientists have been caught jaywalking.

Most waterfalls will drag your boat down them, taking you to can point fuel so make good use of the apple water on your creek to speed across the falls.

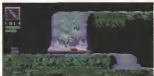
From your starting point jump into your boat and accelerate to the right, avoiding the two huge waterfalls that try to drag you down. As soon as you cross the second waterfall watch out for the *Parasaurion* which swoops down from above.

Once you have dealt with the minor intrusion, drop down the three small waterfalls to the right and climb to the left. You will now see a small raised platform

Continue your aquatic journey, only reaching the next set of falls. After taking down the first waterfall jump your boat right and accelerate to avoid water to a platform with a helicopter landing on it. Jump up and stun the *Pterid* to grab fuel cans you will find there.

Fuel in the storm

You will have to be ready to use the stun grenades to defeat the next petrified creature as head right on the boat. Just as the boat goes over the edge of the falls jump right and grab the platform. Here you have your first encounter with the mother of all enemies: the T-Rex! Go



So, where's that smart-assed bloke from the Helicon job now?

Has had a nasty habit of taking big bites out of you. To get past him, quickly throw a stun grenade before he has a chance to turn and eat you. After he is still stunned run under him and jump into the empty new boat just waiting for you.

Without a paddle

The next big problem is surprise rapids as set in waterfalls — the first is surrounded by cactus which have a nasty habit of busting your boat. Be sure on the accelerator, letting your boat skip down with out banging too far forward.

When safety of the set turns, leave left and step down the next set of falls. Next, turn right and repeat the same technique.

After crossing the splashy parts of flows and tanks go to your left but jump onto the ledge. Now grab the fuel being guarded by the *Diplacodon*. All the

jumping taking so late is easily being dragged down into the boat below and cost three your trip to the left.

Large waterfalls are dangerous and as always there are exceptions that prove the rule. To your left is the first simple cut your throttle to drop down it.



Watch the water going without a paddle!

safety. At the bottom you can collect a battery pack as the dip land on the left before leaping back into your boat.

Once you're back in the river, reveal right down the last set of falls and jump out onto the platform there. Run the



Look, there was absolutely nothing like this in the brochure!



Lead also path for \$8 million years

Deoprosaurus blocking your path to some very handy darts and fuel before you slip down into the forest, you must arm yourself with more stun grenades.

Drop down the falls and turn left before you prepare to launch your grenades to stun the again while it is



Do you think I wasasur?

is about-duckie, land speed attack! Run and slip down the top side falls.

Turn right at the bottom and scootle the across the falls before slipping down the waterfall of three waterfall.

It's time to slip out of your boat and run right across the fully terrain, reaching but for the Deoprosaurus as you make your way into get another new boat.

When the boat comes to

Once aboard the boat, go down the falls and turn left. Allow your boat to descend the first set of falls you come to, continue your journey left, holding an light to slip off the large set of falls. This is important if you want to stand any chance of landing safely to the final ledge.

Your visit to this level of Jurassic Park is almost over and it's time to face one final obstacle.

Travel steadily to your right, using the Deoprosaurus to submerge before you pass over them.

At the end jump up onto the ledge and use your grenades to stun the Triceratops and leap through the door to complete the level of the prehistoric performer from Sega.



Use the sticky crates to reach higher platforms.

Volocriaptor : The Power Plant

Being a bloodthirsty Volocriaptor can be a little frustrating at times, especially as our Raptor hand cannot climb ladders and must rely on his jumping abilities to successfully reach into the platform-ladder environment.

Once inside the power plant walk to your right until you see some battery wall break in slanting stone for do a super jump onto the platform high above on your left. Jump right to clear the gap and land on another platform, take a nice stroll all the way to the right and jump the gap, here you too



Above: Deoprosaurus can be easily dealt with by a flick of one well aimed foot.

Below: The only thing that stands between you and the end of the level is the rather infuriating human to the right.



Above: Humans, although not evil, are good fun to take in your jump and shove to death.

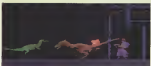
Below right: These electrically generated jaws absolutely no threat whatsoever and can be passed by without any fear.

another bit of these handy barrels, use these to get access to the ledge above.

Walk along the ledge and slip down to the right. You should now be on a platform with a man and a Deoprosaurus prowling along it.

If you look up you will see a thin golden jump up onto the and grab the health-reviving shocker bag. After your one-time good meal, hop across to the right and shove the human there, you strong and strong technique before jumping to the light until you arrive at some nice landing.

When you are behind the last drop-down and avoid the Deoprosaurus before there here it's just a quick stroll to the right to choose that large shiny-gold or blast into the next level.



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Game Genie

With its line for another round of codes for *Monday's* classic title judged. This month we thought we'd welcome the many new Mega Drive and Game Genie owners by giving away info on our code vault. Here are discovered codes for some of the older and classic MD games which may have been collecting dust on your shelf. As of this is additional to our usual entry of tips, which this month include some excellent new codes for just the hottest games of the moment in the shape of the duo-busting *Jurassic Park*. *Clawgrin!*



JURASSIC PARK

- AFCA-AJAA Infinite time bonus
- BYCA-AKQJ 10x to 100x
- CDTT-CAAC Infinite gas on motorcycle

Only one code at a time may be used from this group.

- MPDA-AJCC Start with 99 blue darts
- MPDA-AJCC Start with 99 red darts
- ADCA-AQCA Increased blue darts
- MPDA-AJCC-ADCA-AJCC Start with 99 gas grenades
- MPDA-AJCC-ADCA-AJCC Start with 99 flash grenades
- MPDA-AJCC-ADCA-AJCC Start with 99 concussion grenades
- MPDA-AJCC-ADCA-AJCC Start with 99 rocks

LEVEL CODES

To enter the level codes for Dr. Grant, you must first enter the master code followed by the code for each level. In contrast, the codes for the Raptor levels are single codes which don't use the master.

DRAGON CODES

- ADMA-AJTC-ADMA-AJTC Master Code
- ADMA-AJFN Start on Stage 3 (Power Station)
- ADMA-AJFN Start on Stage 5 (Power Station)
- ADMA-AJFN Start on Stage 4 (Power Station)
- ATDA-AJFN Start on Stage 6 (Power)
- ADMA-AJFN Start on Stage 7 (Canyon)
- ADMA-AJFN Start on Stage 8 (Canyon)
- ADMA-AJFN Start on Stage 9 (Canyon)
- ADMA-AJFN Start on Stage 10

- ADMA-AJFN (Main Hall) Start on Stage 1 (Main Hall)
- ADMA-AJFN Start on Stage 12 (Main Hall)
- ADMA-AJFN Start on Stage 13 (Main Hall)

NAPTON CODES

- ADMA-AJFN Start on Stage 2 (Power Station)
- ADMA-AJFN Start on Stage 3 (Pump Station)
- ADMA-AJFN Start on Stage 4 (Canyon)
- ADMA-AJFN Start on Stage 6 (Main Hall)
- ADMA-AJFN Start on Stage 8 (Main Hall)
- ADMA-AJFN Start on Stage 7 (Main Hall)
- ADMA-AJFN Start on Stage 9 (Main Hall)
- ADMA-AJFN Start on Stage 1 (Main Hall)



BUBBY

- ADMA-AJFN Infinite lives
- ADMA-AJFN Infinite time
- ADMA-AJFN Start with 99 lives
- ADMA-AJFN Floor pan (but worth ten)
- ADMA-AJFN Each pan costs 99 lives

JUNGLE STRIDE

- ADMA-AJFN Master Code — must be entered
- ADMA-AJFN Infinite lives
- ADMA-AJFN Infinite time
- ADMA-AJFN Infinite ammo
- ADMA-AJFN Choose any co-plot (but worth ten)
- ADMA-AJFN Max rounds lost to 999

Helicopter Codes

- ADMA-AJFN Maximum guns for helicopter is 9999
- ADMA-AJFN Maximum bullets for

- ADMA-AJFN Maximum bullets for helicopter is 999
- ADMA-AJFN Maximum rounds for helicopter is 999

Hovercraft Codes

- ADMA-AJFN Maximum guns for hovercraft is 9999
- ADMA-AJFN Maximum rounds for hovercraft is 999
- ADMA-AJFN Maximum lives for hovercraft is 999
- ADMA-AJFN Max run sensor for hovercraft is 9999

Motorcycle Codes

- ADMA-AJFN Maximum guns for motorcycle is 9999
- ADMA-AJFN Maximum lives for motorcycle is 999
- ADMA-AJFN Maximum sensor for motorcycle is 9999

- ADMA-AJFN STEAL THROCK Maximum amount for death is 9999



CLASSIC CODES

SONIC THE HEDGEHOG

- ADMA-AJFN SCFA-SCAD Clear ring to worth 99-999 rings
- ADMA-AJFN Start with 99 lives
- ADMA-AJFN High jump
- ADMA-AJFN Mega jump
- ADMA-AJFN Keep jumping (does not end level)

SONIC 2

- ADMA-AJFN Infinite lives (player 1st)
- ADMA-AJFN Infinite lives (player 2nd)
- ADMA-AJFN Infinite jump
- ADMA-AJFN Sonic down-to-one ring when it

- ADMA-AJFN This doesn't lose rings when it
- ADMA-AJFN They need one ring to enter special stage
- ADMA-AJFN Start with seven (Seven) lives (Superlives)
- ADMA-AJFN Use only one ring to become Superlives
- ADMA-AJFN Superlives count 1 less ring
- ADMA-AJFN Never select (press A) Start or title screen

SUPER MONACO GP 2

- ADMA-AJFN Your position is always reported as first place
- ADMA-AJFN Much faster low and acceleration (and top speed)
- ADMA-AJFN Much faster high and acceleration (and top speed)

THE TERMINATOR

- ADMA-AJFN Terminator has most damage
- ADMA-AJFN Infinite time bonus
- ADMA-AJFN Energy occupies worth more

TOKE GOING APE SPIT

- ADMA-AJFN Infinite lives
- ADMA-AJFN Infinite ammo
- ADMA-AJFN Infinite time to complete level
- ADMA-AJFN Never lose extra energy
- ADMA-AJFN Infinite what you do
- ADMA-AJFN Shows last 32 lives longer
- ADMA-AJFN Invincibility lasts 32 longer
- ADMA-AJFN ADMA-AJFN
- ADMA-AJFN Takes one shot to kill police guards

WORLD OF ILLUSION: Starring Mickey Mouse & Donald Duck

- ADMA-AJFN Infinite lives
- ADMA-AJFN ADMA-AJFN Infinite health
- ADMA-AJFN ADMA-AJFN Start on Stage 2
- ADMA-AJFN ADMA-AJFN Start on Stage 3
- ADMA-AJFN ADMA-AJFN Start on Stage 4
- ADMA-AJFN ADMA-AJFN Start on Stage 5

BAIT VS THE SPACE INVADERS

- ADMA-AJFN Invincibility
- ADMA-AJFN Infinite lives
- ADMA-AJFN Infinite rounds after you buy one
- ADMA-AJFN Infinite bombs after you buy one
- ADMA-AJFN Infinite point after pick up
- ADMA-AJFN Start on Level 2
- ADMA-AJFN Start on Level 3
- ADMA-AJFN Start on Level 4
- ADMA-AJFN Start on Level 5

DRAGON'S FURY

- ADMA-AJFN Infinite lives
- ADMA-AJFN Start with 9999 bonus points
- ADMA-AJFN Bonus points never reset
- ADMA-AJFN Bonus multiplier never resets

Super Shinobi 3

players' guide

Good old Joe Musashi is back again for even more punishment. Not satisfied with his glowing review in last month's SEGA FORCE MEGA, he now wants us to print a players' guide to his excellent game. Now we normally wouldn't pay any attention to such ramblings from Japanese assassins. However he has kidnapped poor old Marc and is threatening to do unspeakable things to him with his sword unless we do. So for the sake of keeping our dear old staff writer's bodily parts intact, here it is.

STAGE 1

This is the usual stuff we've come to expect from Shinobi with a walk through deadly traps and a battle in some decidedly damp caves. There are plenty of bonus items to be collected along the way, watch out for the time bonus in some of the areas as they can easily put a damper on your day.



There are a variety of foes to defeat in the first level. There are the usual two guys you will want. The ninjas drop on you from all 4 directions and can be destroyed with just one shot. The sword marks with a banner on his head is a of lower value, but hit together — it takes two shots to blow this guy away with your shurikens. However, you must make sure you back down after the first shot he fires, as he will use his knowledge to do a poison dash if you'll flow over. You have several up your weapon, you can put on mind to his decidedly deadly without shot.

Another foe you will need on the first level is a young lady who drops down

from the trees. She only appears twice and if you're quick, you can hit her before she can make over you.



As with previous Shinobi games, you can break the bases to be awarded with bonus items. Be careful though, as soon certain enemies will set you up vulnerable easily. On the first level it is best to avoid the fire and rain floors as they cause time tanks which will do you some serious damage. To power up your weapon, smash open the first and last boxes. If you find your energy getting low, the 96 and 120-bomb boxes are the ones you need to check out.



On your journey through the first level you'll meet three of these guys, it's quite easy to defeat. Simply use 1 and their swords start to flash, then jump

over the fire blades they shoot across the floor. As soon as you land, let go of that sword with your shurikens while their sword is still down. It takes about three hits to get these dudes away. After you have beaten three of the red sword wipers, you will be locked in a room with a prize one. This one is fire-blades instead of the wall and come back at you from behind. To get past them jump up onto the small bridge on the left hand wall. As soon as the heads bounce back, drop down, walk past as you did with the previous guys. It will take quite time to put this in for away from the previous ones, but it's worth the effort.



Once you are inside the Shrine, you'll have to use the ropes to cross the box. Without you can absorb in the part of the world. It's quite easy to use them — jump up to one and press up on your control pad to grab hold of it. Once you're hanging from it, press left or right to swing your way along. This is something that you should learn as soon as possible as it proves handy throughout the game. A lot of the cavern roofs can be walked on, the main way. This is especially useful for reaching some of the top of caverns. Be careful though, it's easy to get lost, sometimes you may not find out that you've entered a trap.



Two, during the last level you will come to these rather scary walls which are seemingly impassable. Guess what? They aren't! All that you have to do is jump against them and then press jump again to rebound off and reach the top. Don't be too big a hurry, you'll need it!



At this point you won't find it to cut and identify the beautiful materials as you'll be too busy avoiding the rather painful floor combat. To pass safely through, just walk until the spikes fall and jump over the floor they appeared from to avoid being caught underneath by them as they rise back up. At the end of the section you'll face another sword-wielding shogun. He can be defeated in the usual way, but to ensure the path will be open for you to face the inevitable end-level boss.



This guy is a rather nasty piece of work. He actually looks like he has been distorted from his genuine. Don't underestimate him though, as one slip can mean your end. Use to finish.

To defeat him walk to the far side of the screen as he approaches. As he gets close, he lowers his sword from above his head when he does this he'll have a with your shuriken. You'll only be able to hit him once before he steps back and starts in you with his sword. As he approaches, keep your fire and repeat the procedure from the other side. You'll have to hit him about six times before he'll think that's the end.



STAGE 2

That is when it starts to get tricky. The steps from the first level have put you to your superior abilities and called in some reinforcements. These heavily armed guys will try everything to stop you from reaching the security robot at the end of the level. That's assuming you survive the ride on the power lift up the heavily a road shaft.



It's an to start old Gander for the first part of the next level. This is quite easy if you watch the background to see when the screen is about to run on screen. As soon as they appear stay on the ground and take them easy with a stickman. When a large explosion mark appears, be prepared to jump as this is an early warning that a force is approaching.

To defeat the golden eye at the end of this section you should wait until he comes on screen then move to avoid his attacks. Most move to the left of the screen and wait until he jumps into your field. As he lands launch a stream of bullets to hit him at the back of his head. Repeat this a few times to leave him as a crumpled lump on the floor (like the cat robot — ed)



Remember we said the editor wanted fast action in some reinforcements? Well, these are the dudes in question. Forget Japanese codes and there's not the only thing these guys are interested in: a huge firepower, probably due to the fact that all the people you meet in this level are either armed with automatic weapons or some rather deadly flame cookers. Taking out the guys with the guns is a simple matter of a well-aimed shot, but the flamethrowers are a different matter all together. You have a choice of attacks against these guys: the first is to get in close and let him have it with your sword, the other is to use your rocket launcher to crush down and wait until the guy drops the shield to throw his flamethrower that'll blow structures or the taking for you.



As you continue your steady way through the factory it might be an idea to look up once in a while. The armed hanging beams above are not there for decoration. A quick look up will confirm that most of them are hiding some very nasty beam lasers.



When — or should that be if — you make it safely into the lift shaft, you will notice passageways leading off to the left and right. These are not entrances to nice, beautiful, fire rooms, they are in fact, the unfortunately named upper shafts which are the hiding places of some very cowardly and heavily armed humans. The safest and quickest way to take out these bards is to jump up just before you get level with them and launch a shotgun slug into it. It's a real do-over on the chapter's day.



Traveling up on the lift, you will find various platforms blocking your way. These force you to take a slight detour from your vertical path. You have to jump up and grab the bars on the left and right and use them as platforms to leap over the standing water. At other points you will find that there are no bars for you to grab onto. To overcome this little problem you need use the 'human pendulum' technique used in earlier levels. You must make sure that the corners of the tip is not being as your leap over the top otherwise all your work will be undone in an instant. You'll see that the test editors work on the game — ed



This boss is a big security shield. To beat him to the junkeyard, dodge the bullets he launches, jump up and hit him with a shotgun. When the screen begins to wobble you'll find the card will have reversed. It's important to remember this as you attempt to avoid the projectiles. Don't stand when it's shaking and duck in a crouching hit when it stops down as a big threat. It will only take a few hits to turn it into a smoking heap of junk on the floor.

Ninja Know-how

As you already know, Joe is a big name when it comes to ninjas. Now it's your turn to understand Japanese. It's a lot trickier figuring out what every little detail, but without knowing a single Chinese character. After much walking through the labyrinth and knowledge of frontal steps, we managed to find a little more about the history of what made this ninja.



Fusion

Activating the Fusion magic will cause Mr. Masaki to split into two for the first time, which of course means one party of your sword now becomes two more deadly beings. This is particularly useful when faced with multiple enemies.



Kajuchi

Joe is able to call down the power of lightning when he accesses the magical powers of Kajuchi. Lightning will cut

through the walls of the factory, and you can use this to your advantage. You can also use the lightning to destroy the enemies that are hiding in the walls.



Karui

From the bowels of the earth Joe can move up the forms of life with the mag-

ical power of the earth. This is a very powerful magic that can be used to destroy the enemies that are hiding in the walls.



Ninja

In the ancient days of a ninja magic was so old that the shadows could be themselves to move in walls. Joe has revived this ancient art with a modern twist as well as being able to store the power in a capsule, thereby allowing a more easy way to use the magic. It's a very effective weapon, although it can be useful if you find the odds are just that little bit too much in the enemy's favor.

playing tips

STAGE 3

Now things begin to get really weird. Joe must battle his way through the enemy gear installations. As usual, out for a whole variety of unusual items, all of them out to re-arrange your body part (see).



These mutants come towards you whilst lots of the laser they's burst levels. They're not really much of a problem until you walk across the top of their mine pits and perhaps inadvertently they take aim offshore, turning their feet out of the silly goo as a natural consequence of the issue. Also moving across their pits — this involves this is to pop up right underneath you. The only attack is to throw bunch of peas from some of you. To save time, stretch down, as it's a real bopper to get out of a nice white rope shell wall. To send them back to their pits, simply hit them two or with your machine.

Between floors. One word of warning, always check overhead before you make you first jump up to the top floor — as it's full of nasty to land right in the middle of a whole bunch of beams (even come back to a few pits).



At this point you will come to what seems an impassable wall of mine. Fear not dear mine friend. I you look up you'll find it's a tool mounted conveyor



Another rather gruesome device of the late era the mutant breaks — but it does cause you the trouble though they will smash out of their pits before you can say "Picking mezzotints" whenever you get near. They're more of a tin snapper than anything else — easy to cut so with a quick swipe of your sword or a slither in their sponge regions.

When you reach the top you will come to a dead end. This is where you must jump up and continue your journey to the right by climbing up and down

both. As you rise, to do a jump up into both, it's better if carry you safely to the other side.

Once past the point you will arrive at a whole bunch of conveyors set at different levels. Simply make your way to the top of these belts and jump up onto the top one to carry you right to the end.

Talking at conveyor belts. Did you know that Heathrow Airport in London has got more than two miles of moving pavement, but we're in the middle of a fascinating and plot-free though — out



After completing the conveyor track you will be greeted by a lot of belts with some just you falling upon the higher ones. When these hit the bottom they will smash and smash their little bits. If you stay to the left of the screen and about the to aim as they stop you'll find one you or what would kill them. The line will stop (don't ask me why). The good at times will then drain and allow you to step down only in the next section of the particularly gilly or killed end.



The items of in the passageway to the base of the level. However, don't think this is going to be a walk of the park. Walking in the face of the jet set Pogo characters will not attempt to trap

you. If it does. If you are unlucky enough to get caught by a mesh and the gun forces in all your position don't panic as it doesn't do too much damage, but don't get shot too many times.



There is it — the boss of this heinous locality. It takes quite a bit of skill to get past him as he only weak spot is his eyes, so he'll aim with a yid in one then do a somewhat to avoid his hand being out of the face. As usual, he'll be able to launch some balls from the top of his head — so do go for his eyes first. At certain points during the battle, he will sink down into the

ground, so sink in the center and leap to your left when the floor starts to move — to avoid the coming up pressure you. Keep taking shots of his eye and remember, you can only hit him one shot at a time. At the best opens his mouth, smash down as he tries to suck you. I promise him we'll watch out for the laser which follows his sharp intake of breath.

STAGE 4

So it's up! Joe must brave the many wacky tests in the first section of this stage if he wants to make his way to the enemy's missile battery, where his puny and puny skills will be tested to the limit.



Get on this power board and prepare to avoid the waves with the best of them. This level is a war of aquatic combat after all. This time though, the ropes are riding power waves through the air to take them out. You'll have to flip your surfboard into the air and catch them with your feet. When the explosion-like flash finishes the time, be prepared to jump as you hit the ramp. This will carry you through the air allowing you to grab bits of biomass as you go.



To defeat the enemy boss at the end of this section, you will be drops he should catch all tip with your surfboard. Watch out for mines he launches into the water. The only way to avoid these is to get airborne again until they have passed underneath you.



On your pop-overswing journey through the darkness you will come across many of these strange flying creatures.

They look quite scary but are very easy to kill. All that you have to do is duck down to avoid the flames. Then jump up and shoot these things to the head with your slushers.



Another enemy accident of the boss area are the flying slugs. They have a nasty habit of hitting you just as you're in mid-jump — making you plummet down into the water to lose a life. The best way

to defeat them is to jump up and hit them with a slushers as soon as they appear or swim.



As this flying alien wasn't too tough there are also a group of slugs whose sole mission is creating trouble on the pipes, attempting to slip and slide you with their hand mounted blades. As you bring them the pipes these guys will attempt to knock you off. However, most though, two quick shots to these guys and they're history.

It's time to hit the waves again and take on the boss. This one comes in two parts. When the large ship appears shoot at it with everything you've got. When it drops down to low level jump up to avoid its beam. In their duck to avoid the lighter shots. When the strike of the vessel starts flashing get ready to jump, as it will launch the boss back.



Along the pipes you'll find small tubes of various sizes. These should be avoided whenever possible as they shoot out deadly jets of steam (like my mum's dog). They can be destroyed but are best avoided as they're not worth the bother.

Another useful item — to help you onto the water safely are the wireless floating barrels. They will start to sink when you step on them. To avoid going too deep simply keep jumping into the air and they'll start all the eggs.

After you've hit the enough times it will sink below the waves. It doesn't sink there though, the ship will rise and come from and reassemble itself.

This time you must knock out the the large gun at the back then take out the large gun at the side of the craft. While you're doing this watch out for the mines the ship will always appear you have above.

After you've taken out the extra parts of the ship, only the main hullage



When faced with a row of barrels don't attempt to leap straight from one barrel to the next as it's much easier to jump from the edge of the barrel and catch safe. Having some tin can you would want to blow it all with a slushers!

remains to be shot out, so hit it for all you're worth.

After sending the boss to a level water's given it's on to the final level where more naps challenge awaits.

Turn the page to find out what events

STAGE 5

This is if the final level and real killer is on! You must fight your way into the final fortress. The time around the heavy artillery has nearly been brought out. It will take everything you have learnt in the previous levels if you want to survive to face the big boss at the end.



Throughout most of this level you will encounter these rather innocuous looking growths on the floor. Be careful as they are not at all they seem. They are in fact land mines which explode if you walk right about stepping on them. There are two ways to get past them.

You can jump over them, although the quickest and safest way we've found is to sit straight over them. Simply press the control pad down in the direction you're travelling.



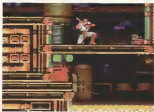
Another danger manifests itself in the large fuel storage tanks. These are rigged with explosives which are activated by touch.

To make your way up the tanks you must jump on them very quickly. To descend the ladders, use the same technique employed to cross the mines earlier in the level.



The Motor Men are some of the nastiest heavy artillery you'll meet. Don't panic though — they're quite easy to destroy. Their mortar bombs are very irritating though as they can catch you in mid-jump and knock you out of the sky.

The rest of the army is made up of the usual tanking and machine gun crew who that will do such a pain to the motor men.



From now on, things get really tricky. The ledges you're standing on can't be stepped down from. The only way to make any progress in this section is to search for a correct bomb route.

These bombs will destroy ledges and allow you to drop down. Be very careful though, as destroying the wrong ones can mean the ledge you are standing on disappears from underneath you — resulting in a very untimely death!



You can find another set of bombs by the end of this section. If you're feeling brave you can blow up the ledge next to the level and drop down to some nice bonuses.

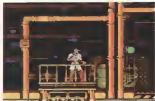
As you fall, keep right (press to land safely) next to the bonuses below. To get back out of the pit, use your control technique against the far wall.

Walk to your right taking out anyone who gets in your way — but make sure you don't deactivate the bonus box on your journey as it will take out the platform you're walking on. If, by any mistake you do deactivate it, you'll have to run at top speed to avoid falling into the pit below.

After reaching the first lift, ride up to the top and blow the box to the left. This will open the ledge below and you can then drop down with your petal-like ropes coming in handy to bounce your way to the top. You'll have to be quite quick, but it can be done!



Use these ropes to climb your way to the top. If you go to the left at the top you'll find a bonus box with some shuttles. To finish this section very quickly, simply drop to the bottom and run all the way to the right — you'll find the end pretty quickly.



Take the right hand lift to blow the box at the top. This will open a passage to the left which is your route to the exit of the section.



Halfway hell!

This isn't the Halfway level — it's only the halfway! Don't get it? Because the seconds of spinning speedometer in front of you from the start of level.

This guy has a huge habit of firing lasers and bombs across the screen, knocking you for six. To avoid this, jump up to let his fireballs underhitch you. He will stop at the right hand side of screen and use drop his shield to reveal his weapon. This is the time to let him have it with your shuriken. It will take quite a few hits before he realises a dark red and explodes.

The Final Boss

Well here he is, Koto-Suzuki the final boss. As you would expect from any boss, he's got a lot of health. Here's a real snorter. He has to be kept busy, you must keep jumping up and shouting at both your shurikens. Watch out for the flame he spouts from his mouth. Don't let him see you, your best bet is to get in his body. This boss really isn't too big, so you can take him out quite easily at you. Ready attacking. Please, excuse my rudeness to you.



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